



**THE #1 UNOFFICIAL PLAYSTATION PUBLICATION**  
**Complete 1996 Holiday Buyer's Guide**

# P.S.X.

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**PLAYSTATION**  
**COVERAGE**

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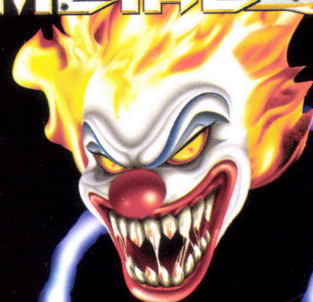
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**Spine-**  
**tingling**  
adventure  
continues

## TWISTED METAL 2



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**Ziff-Davis Publishing**

**November 1996**

\$3.99 U.S./\$5.50 Canada





# MY TRIP TO SEATTLE

By CRASH BANDICOOT™



1. HERE'S ME DRIVING.



4. HERE'S ME SHOWING OFF MY GAME'S  
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TONS OF OBSTACLES, SECRET PATHWAYS  
AND BONUS LEVELS. OUTSIDE OF  
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2. HERE'S ME AT THE SPACE NEEDLE.



3. HERE'S ME WITH SOME OF THE GALS AT SEATTLE SLIM'S.

MY GAME →



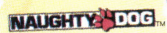
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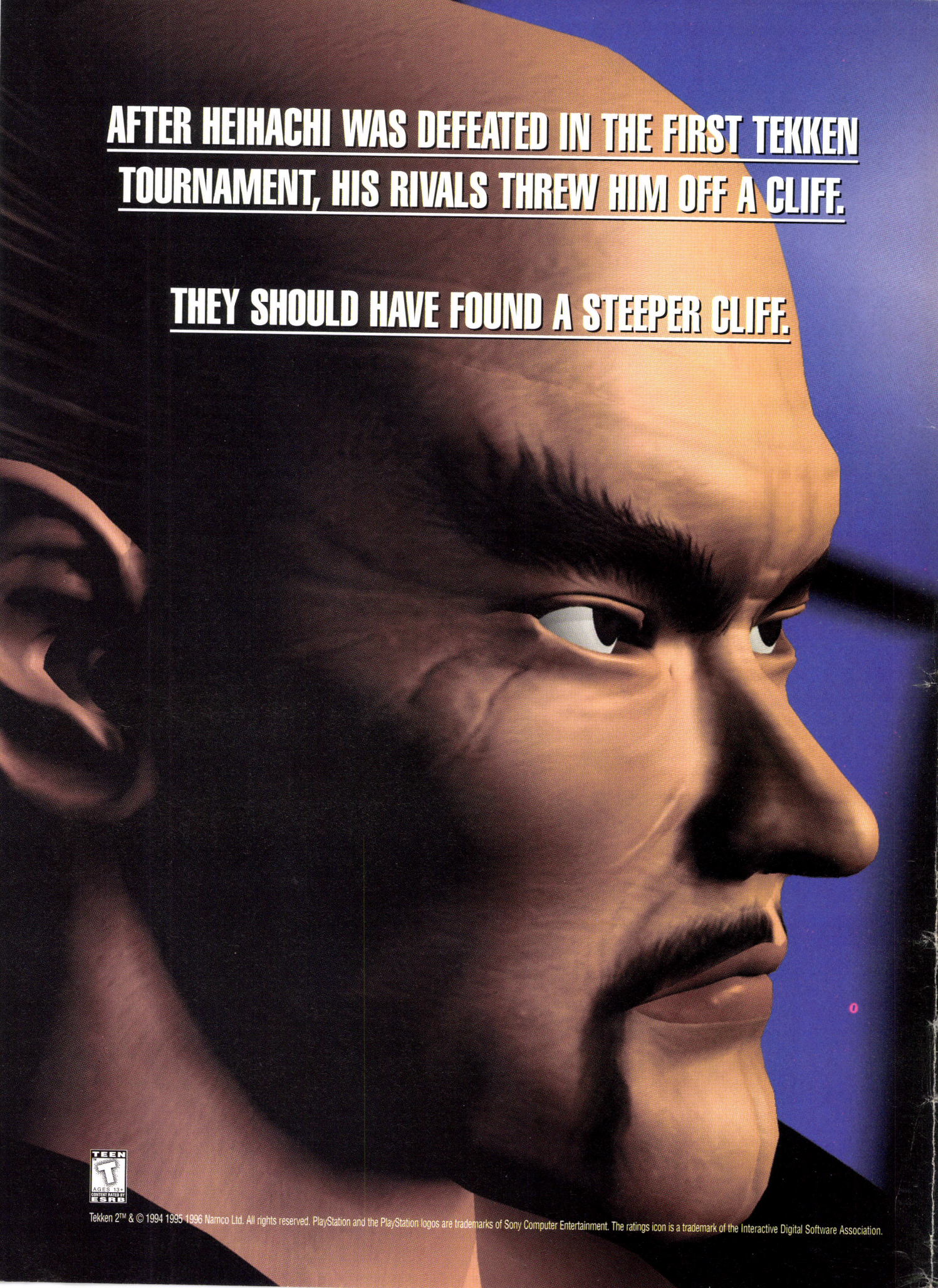
PlayStation.



MY LOGOS







**AFTER HEIHACHI WAS DEFEATED IN THE FIRST TEKKEN  
TOURNAMENT, HIS RIVALS THREW HIM OFF A CLIFF.**

**THEY SHOULD HAVE FOUND A STEEPER CLIFF.**



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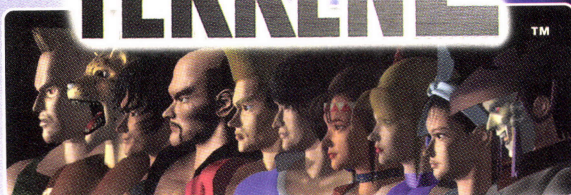
His name is Heihachi. He has trained high in the mountains - re-energized by lightning bolts that have struck his massive frame. Practicing his Lightning Hammer Head Crusher on his pet bear. Planning the murder of an evil arch rival - his son Kazuya.



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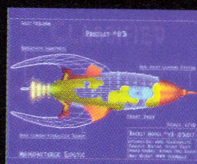
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## Bubsy 3D



Sony's coming off of the ball very quickly, and they are schooling Nintendo with their excellent in-your-face advertising campaign. In one commercial, Crash Bandicoot challenges Mario to a fight while standing in the Nintendo parking lot, calling Mario's name at the top of his lungs. Another indication that Sony is rocking Nintendo's world is this thing called the "Tie Ratio." This is the ratio of the number of games purchased to the number of PlayStations sold. For every PlayStation that is being sold, six games are also being sold along with it. That's the biggest ratio in gaming history, according to industry analysts; this is incredible news for Sony.

With a bumper crop of great games like NCAA GameBreaker, Twisted Metal 2, GameDay '97, Tomb Raider, Black Dawn, Legacy of Kain, NHL FaceOff '97 and Tekken 2, things are looking even better. These titles and the many others too numerous to mention will attract video game enthusiasts to the PlayStation in large numbers.

Numbers and hype don't really matter that much; it's what you, the gamers, think. That's why in the next issue of P.S.X. we will add a new feature entitled "Dear Sony." This section will allow you to put your feelings about the PlayStation in writing. Think of it as your way of sitting across the table from the Sony suits and telling them how you feel about the PlayStation. You'll be able to tell them what they have done right, what could be improved and any suggestions you have on the types of games you would like to see on the platform.

You can e-mail your Dear Sony letters to me at [vidcwby@mcs.com](mailto:vidcwby@mcs.com) or you can send them snail mail in care of Dear Sony, P.S.X., 1920 Highland Avenue, Suite 222, Lombard IL, 60148.

If you have any other comments or concerns regarding anything you have heard or would like to see in an upcoming issue, drop me a line. This is our biggest effort to date—weighing in at a whopping 132 pages—and it is filled with everything you will need to help you make informed purchasing decisions, including our first-ever PlayStation Buyer's Guide.

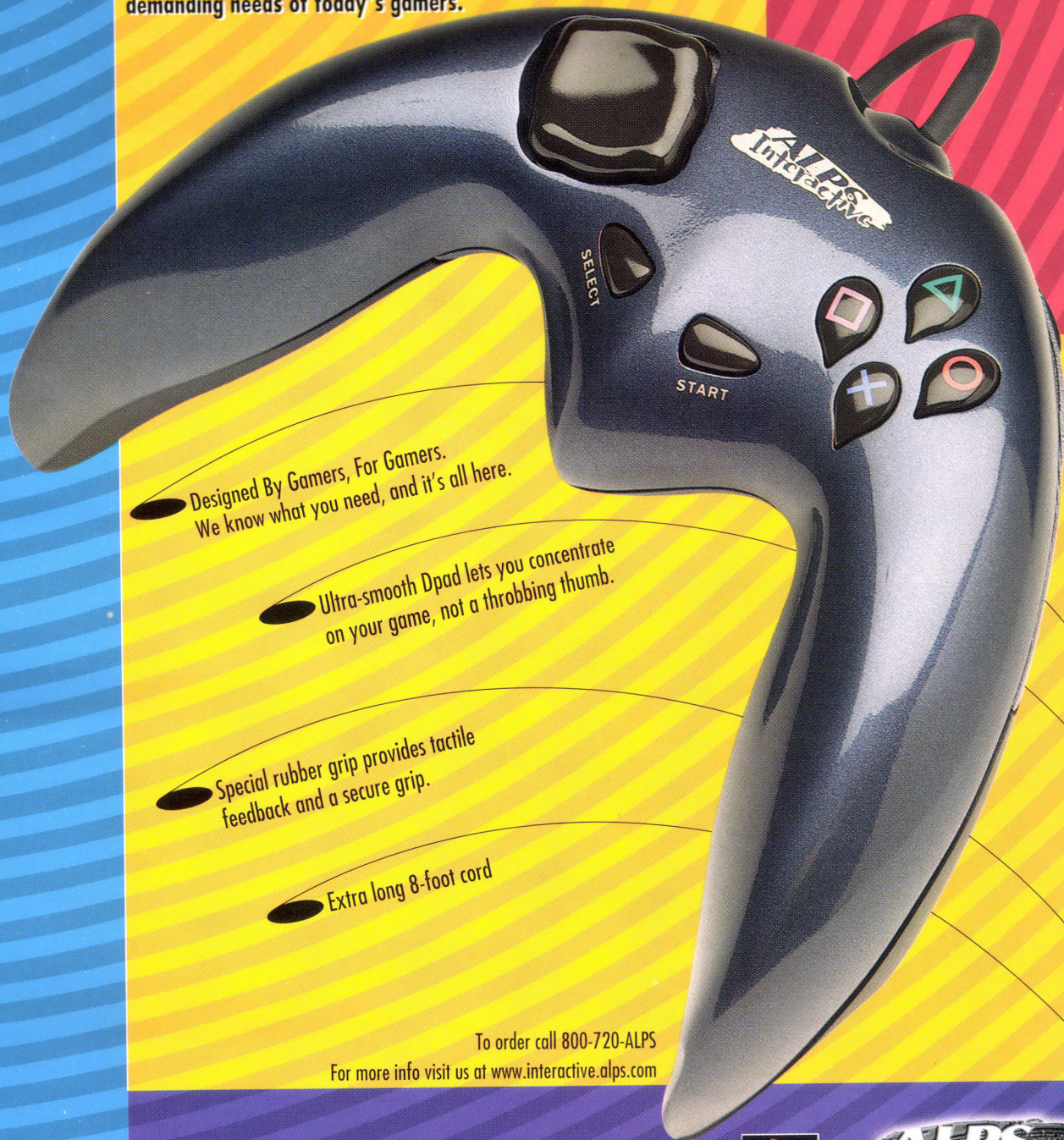
Enjoy the issue and let the games begin!

**Todd Mowatt**  
Editor in Chief



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## PERFECT WEAPON





IT SEEMS EVERY AD  
TRIES TO SELL YOU  
A GAME WITH MORE

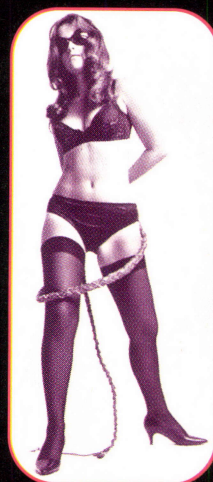


GUTS.



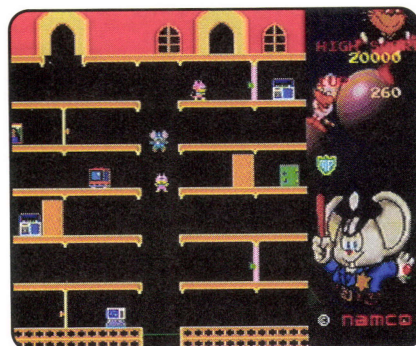
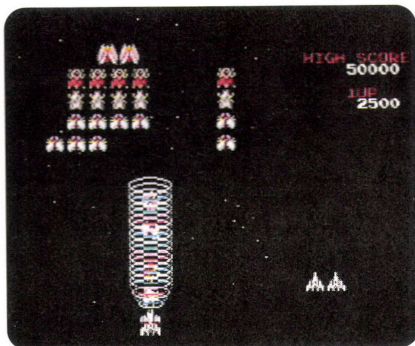
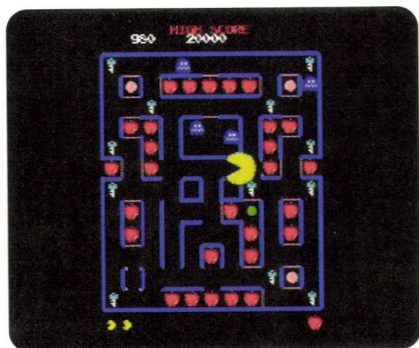
MORE BUTTTS.

MORE SMUT.



AND MORE NUTS.





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# GOING POSITIVE

## Dear P.S.X.,

Tekken was a lot of fun, but Tekken 2 rules. However, I could use some cheats and codes to help me get some special things in the game. A friend of mine told me about your awesome two-issue strategy guide, but I would be very pleased if you could give me a couple of tips to help me explore this awesome game. I bought Tekken 2 after reading your review.

**Bobby Sherman**  
Austin, TX

We love Tekken 2 and we can't wait for the next version as I mentioned in the last Letters section. Tekken 2 has been selling incredibly well. We play the game around here, too, and during these big magazine issues we take a break by playing Tekken 2 and Madden NFL '97. They wipe the floor with me in Tekken 2, but I win once in a while. Now Madden and NCAA are a different story. I have to test out the artificial intelligence of the game all the time, since I can't get anyone around here to play me. Here are a few Tekken 2 tricks to chew on, courtesy of our top-notch Tricks staff.



**"Tekken 2 is setting all kinds of incredible sales records, but we, like you, can't wait for Tekken 3!"**

After Kazuya is selectable, beat the game with him without losing a round and you'll get Devil/Angel. Note: Angel can be selected by choosing Devil with a kick button. After Devil/Angel are selectable, you can then go for Roger/Alex. Start an Arcade Mode game and when you get to the third match, win the first round and lose the second. During the third round, beat your opponent down to five percent on his or her health bar, then let your opponent do the same to yours. Quickly finish off your opponent and you should hear, "GREAT." The following fourth match should be against Roger or Alex. Beat whoever you fight to have both selectable. Note: Alex can be selected by choosing



Roger with a Kick button. You might also want to save at this point on your memory card. Now that you have all the characters selectable at the Character Selection Screen, you can do the following tricks for various items. To get Kazuya's purple suit: Select Kazuya with the START button for his purple suit. For Big Head Mode: Hold the select button after selecting your character until the fight begins. For the Bigger Head Mode: After fighting with the Big Head code on, hold the SELECT button again before the next match begins for an even bigger head! For Wire Frame Fighting: Before selecting your character at the Character Selection Screen, make sure you hold L1 and L2 down. Keep holding these buttons down until the match begins. You should then appear as a green wire frame fighter. The view will also change to a behind-your-character view to get a first-person look on the opponent you are fighting. These cool tricks should keep you busy for a while. If you hear of any others, e-mail them or mail them to me here at P.S.X. 1920 Highland Avenue, Suite 222 Lombard IL, 60148.



## Dear P.S.X.,

I love playing Mortal Kombat and I was wondering when the next version of the game will be coming to the PlayStation. Can you also tell me what characters will be included in the game? Any information you can give me on the game will be super!

**Jake Hawthorn**  
Wheaton, IL

Well, you've come to the MK Trilogy headquarters. We've got all the inside skinny on this game from Quatermann and Sushi X—the two undisputed heavyweights of the Sendai/Ziff-Davis gaming team. Strap yourself in because here is all the dirt on MK Trilogy. This game has all the moves, all the characters, all the secret characters and all of the backgrounds from MK, MKII, MK3 and the Ultimate MK3. Some of the hidden characters include Rain and Noob Saibot. This is the first time that these two characters are playable, except for a version of Noob Saibot. He was playable on Wavenet (an Internet version of MK3).



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Got a question? Wanna know more about anything and everything surrounding your favorite video game system? Drop us a line: E-mail address: vidcwby@mcs.com

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Also, the Aggressor Meter that was thought to be exclusive only in the Nintendo 64 version of MK Trilogy is going to be included in the PlayStation version. The game has all of the fatalities, animalities, friendships and brutalities plus new ones in each. Ermac will have a new animality as a frog. The returning characters, Raiden, Baraka and Johnny Cage will also have new animalities added. The PS version will be the only version to have every Boss; the N64 version will have Motaro and Shao Kahn. In the PS version, in addition to those two, Kintaro and Goro will be present and they will be playable. Another exclusive for the PlayStation will be original versions of the characters from older MK games. MK versions of Kano and Rayden and MKII versions of Kung Lao and Jax will be in there. You can play as those characters from those particular versions. Both in the N64 and the PS versions of this game there will be the original characters of MK3, but they will have one new move each.

## Dear P.S.X.,

I love the Crash Bandicoot character. How good is the game and can you tell me whether or not Crash will have an analog controller?

**Josh Colton**  
Tilton, N.H.

We're getting all Crashed out. We did a ton of coverage on the game and have played the heck out of it. It was fun for a while, but now when we have to play the game it's more like work. Some of the guys around here are suggesting you rent Crash before you buy it. With games like Crash Bandicoot from Sony and Pandemonium coming out

**"Sony of Japan already has an analog controller done and they are waiting to release it"**

from Crystal Dynamics, Sony of Japan has an analog controller all ready to go over in Japan. No word yet on when it will be released. But rumor has it that it will be released



with a huge game like Crash Bandicoot 2 or possibly even Final Fantasy VII.

## Dear P.S.X.,

I'm a big hockey fan and I love sports games. I play a lot of games at my friend's house and I am wondering what games to ask for for Christmas. I was told by my parents that I will be able to buy three games plus a system. My question is: Should I ask for a Nintendo 64, a PlayStation or a Saturn and which games should I ask for? Thanks for your time and keep up the great work.

We read a lot of gaming magazines and you guys do a great job on covering the PlayStation.

**Adam Taylor**  
Cambridge, Ontario

Of course you know we are a little bit biased because we are a PlayStation magazine. But we will tell it like it is, like we always do. Buy a PlayStation, because there are plenty of top-quality sports games out now for the PlayStation. Since you are able to buy three games, as of this writing there are only three games out for the Nintendo 64. My choices for the PS would be Madden NFL '97, GameBreaker and NHL FaceOff '97.





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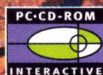
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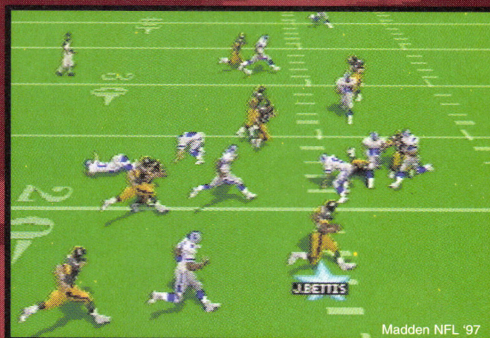
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## Dear P.S.X.,

I'm angry at Sony because they don't allow Japanese games on U.S. systems. Why do we have to wait so long for U.S. games that have been in Japan for six months to a year? I guess I can understand RPGs (with the translations and all), but arcade games like Ridge Racer Revolution don't even change from Japan to U.S. Anyway, I say all this because a friend of mine showed me a way to play import games—even on the new PlayStations (mine's only a week old). It took me a while, but it worked after some practice:

1. With the power off, stick a U.S. game in the CD player (I used King of Fighters '95, but I suppose you can use any U.S. game). Don't close the CD cover. There's a button on the back right side that turns on the CD motor. Use a thumb tack or tape to keep it pressed.
2. Turn the system on. The CD will spin at a low speed. The white Sony screen should come up on the TV.
3. Then the CD will begin spinning faster. The moment that happens, take out the U.S. game and put in the Japanese game. The black Sony screen should come on now.
4. Here's the critical step: Listen to the CD motor. The Japanese CD spinning should slow down, then speed up, then slow down again. Each time the CD slows down, you should hear the CD motor move back to the inside of the CD.
5. The second time you hear the CD motor move (when the spinning slows down



Madden NFL '97



NCAA GameBreaker

**"Both Madden NFL '97 and NCAA GameBreaker are great games...if you can afford it, buy them both!"**

again), quickly replace the Japanese game with the U.S. game. Wait a second or two. Then replace the U.S. game with the Japanese game. If you did it right, the CD drive should slow down or stop, then speed up again. If it just keeps on spinning at the same speed, you did it wrong. You may have to practice this trick a lot to learn the CD drive's spinning patterns.

Please print my letter. I know Sony doesn't want this information in the open, but I know I'm not the only gamer who'd rather buy a Japanese game rather than wait a year for the U.S. version. So have you heard about this trick? Will it mess up my PlayStation if I do it too often?

**Derek Clark  
via the Internet**

*To our knowledge, doing this swap trick won't harm your PlayStation unless you put too much pressure on the CD drive. You could also scratch or bend the CD when you take it out during the procedure. Our advice is to wait until the game comes out over here. We cannot condone this type of activity, but if it works and you are comfortable that there's a*

*chance you might destroy a couple of your favorite games, then that's entirely up to you. There are plenty of great PlayStation titles currently out and more are on the way. Sony has a ton of good games coming soon—don't miss them!*

## Dear P.S.X.,

I recently purchased Sony's NCAA GameBreaker College Football instead of Madden NFL '97 based on a review I saw in another PlayStation magazine. They gave Madden a score of 77 out of 100 and they gave GameBreaker 98 out of 100. After playing GameBreaker I realized it sucked. I found it no different than NFL GameDay which came out a year earlier. I went to my friend's house to check out Madden NFL '97 and was blown away on how good it was. What gives?

Madden controls better, has bigger player animations and more realistic graphics than GameBreaker.

GameBreaker is GameDay with college teams!

**Pat O'Brien  
Sandusky, Ohio**

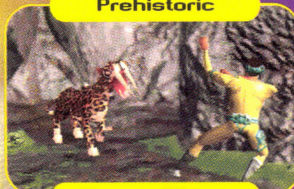
Patrick, you've opened up quite a can of worms. Not those little tiny worms, you've opened up an entire case of those big-ass juicy night-crawlers. Originally Madden was slated to be released last year, but was held back because of a number of issues. Last year's version of Madden had reportedly some concerns and didn't have the graphic quality or control that EA wanted. I think rating GameBreaker against Madden is like rating apples and oranges. Both games are good games, but GameBreaker is a college football game, although it is very well done. The character sprites could have been larger, but the game is loaded with teams, statistics and plenty of plays. Madden on the other hand is a blast to play against a friend and isn't very challenging as a one-player game. I like both games, but I am more of an NFL fan than a college football fan. In this issue we have reviews on both GameBreaker and Madden '97—check them out. Both products are excellent and if you are a fan of college and the NFL, buy them both. Both games are a lot of fun to play.



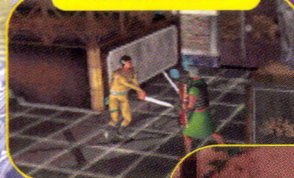
**Fight your way  
through time.  
Or you're history.**



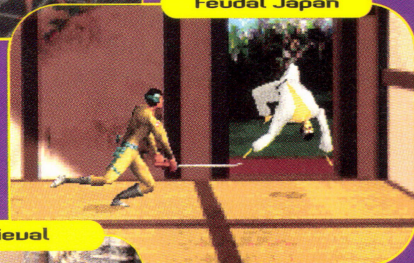
**Prehistoric**



**Roman Times**



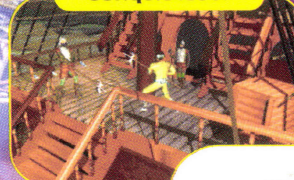
**Feudal Japan**



**Medieval**



**Conquistador**



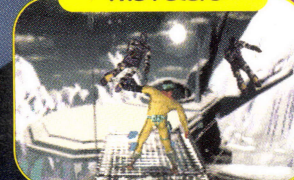
**Modern Wars**



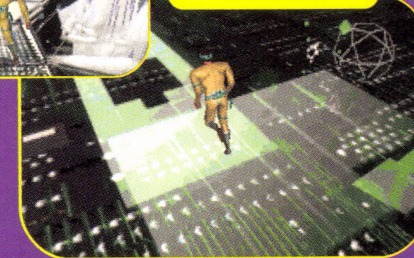
**Western**



**The Future**



**The Virus**



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# P.S.X. NEWS

by Nelson Tardio

## PlayStation's Top 10 Trends

**10 Multi-CD Packages:** Look for more companies to sell multi-CD games that include sampler disks and maybe upgradeable add-ons.

**9 The Sports Glut:** In year two, look for lots of companies to get a piece of the sports gaming pie: EA Sports, Sony, Interplay, Data East, Konami, Tecmo and Crystal Dynamics—just to name a few. A wide selection is good news for gamers, but those who flop will fade away quickly, *P.S.X.* predicts.

**8 Sega's Sonic for the PS:** Just kidding. Really. Let's not start any rumors.

**7 Sequel City:** Many of next year's blockbusters will be sequels. After all, why waste time on originality when you can milk a cash cow like Street Fighter Alpha, Tekken or WipeOut?

**6 64-Bit PlayStation:** Our hunch: Every time Nintendo toots its 64-Bit horn, look for Sony to start dropping hints of its own...

**5 Our "Shot in the Dark" Prediction:** Sony has money. Sony doesn't have a strong arcade development team, so it must rely on third parties. Imagine how Sony's development would benefit by buying into or forging a deal with an established arcade game developer...

**4 Better Games:** If you thought the first batch of PS games was eye-popping, it's only uphill from here. Some improvements to look for: games running screens in high resolution (Crash Bandicoot for example), and games that virtually eliminate irritating loading times (such as Perfect Weapon).

**3 Psygnosis Sold:** Sony will find a buyer for its software-making subsidiary.

**2 Lower Software Prices:** Sony has already cut prices on its top-sellers; look for third parties to do the same with older games.

### What's Hot...

lots of polygons  
long endings  
3-D fighting  
split screens  
analog pad  
10-hit combos  
racing on water  
realtime 3-D  
e-mail section  
Atlanta E3  
multi-CD games  
Black consoles  
*P.S.X.*

### ...What's Not

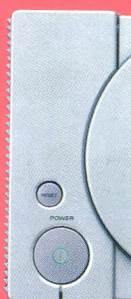
lots of sprites  
long load times  
2-D fighting  
link cable  
directional pad  
animalities  
racing on land  
prerendered  
letters section  
Los Angeles E3  
multitap games  
Gray consoles  
that other mag

Last month, *P.S.X.* charted the PS' past. This month, we predict what gamers can look forward to in...



## 1 PS price plunge?

On the eve of the Nintendo 64's launch, Sony denied a price drop from \$199 to \$149—or anywhere in between—to counterattack. Officials may be saying "no way" today, but will a million N64s change their minds? Sources claim Sony will up software licensing fees to help recoup hardware sale losses. So the table is set for a drop...



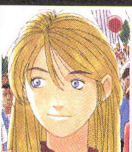
## Faces to Watch



**Lara Croft:** This saucy tomb raider could usurp Sofia as the PS' top babe. Her realtime 3-D game should turn heads, too.



**Crash:** Sony says gamers will decide if he'll become the PS' next mascot. With a sequel in the works, he seems a lock.



**Eliza Walker:** This biking beauty will become the next heroine to battle the undead in Resident Evil 2.



**Claude:** Final Fantasy's new top dog is reportedly coming to the U.S. ahead of schedule via a special preview CD.

## Sony's Grand Plans for PS

**B**olstered by a strong first-year debut, Sony plans to take the PlayStation into new ventures previously untapped by the video game industry.

While educational software is nothing new, no company has tried to put its video game system in a classroom for learning purposes—until Sony. The company plans to partner with The Lightspan Partnership to make educational PS software, which it will sell to schools. Students will get to take PS systems home to run the educational software (and sneak in some Tekken 2 afterward).

Along with schools, Sony wants to tap programmers and hobbyists through "Net Yarouze," a program that the company may bring to the North American market. Gamers who buy a special PlayStation game console and PC software get the chance to create their own PS games, and share their works with others. The concept is revolutionary, as it is the first video game system that lets gamers learn more about programming.

These two plans offer just a hint of the company's long-term PlayStation strategy. ●

## Our PS Wish Lists

Here's what *P.S.X.* editors want to see during the second year of the PlayStation's existence:

- A Sony PlayStation analog pad (it's closer than you think)
  - Including sports stats from earlier versions, such as having NFL GameDay's 1995-96 rosters, stats and schedules available in the sequel
  - Two words: Portable PS
  - Multiplayer network play via the Internet (if Sega can do it, why can't Sony?)
  - Less games, more quality
  - Classic games for \$9.99 each
- If you have anything to add to this wish list, feel free to send e-mail or letters to *P.S.X.*



## PS Sales Reaching Epic Proportions

**S**ony's latest batch of sales figures shows the PlayStation well in front of the next-generation pack, with more than 7.2 million systems sold worldwide: 3.5 million in Japan, 2.1 million in North America and 1.6 million in Europe.

Software sales have also gotten a push; more than 15 PS games have reached blockbuster status (250,000-plus copies sold) and an additional 10 are expected to join that list by the end of 1996, according to the company. Tekken 2, for instance, chalked up sales of 450,000 games in the first three weeks of its release.

SCEA's marketing Vice President Andrew House also stated the PS was selling at a "6-to-1 tie ratio," meaning six games sold for every system—one of the highest ratios for any next-generation system. ●

## Peripherals in Progress



**The bottom line:** This futuristic, slick light gun winds up a refreshing approach to the conventional, bulky designs of video game firearms past. Its lightweight feel and thinner, more realistic gunsights make marksmanship easier. If you own a Sega Saturn (ugh!), the PS gun works with that system as well.

**Mad Catz Fazor • \$29.95**



**The bottom line:** Due in December, this beefed-up PS pad has the shape and feel of the standard controller, but with a fully circular D-pad. Plus, it offers a turbo switch and eight turbo speed/automatic turbo fire switches—one for each PS button. Ascii's newest PS pad comes with a 7-foot cord.

**Enhanced AsciiPad • \$24.95**



**The bottom line:** What sets this gun apart from all the rest (other than the funky blue shade) is a switch that reloads ammo automatically after five, 10 or 15 rounds. No more shooting off screen. The gun's start button lies on the left side, while the special weapon button lies in back.

**Gunz Arcade Action Shooter • \$29.99**

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# P.S.X. NEWS

## Surf's Up!

It would take this entire magazine to list in detail the thousands of PS-related Web sites on the Net. So, the staff of P.S.X. put together a list of the best Web sites every PS devotee should take a gander at, and why... (Note: <http://> must precede each Web site address.)

### Sony

### Publishers

### Developers

### Misc.

### P.S.X. Editors' Picks

Web Site Owner	Address	Check This Out...
Sony Computer Ent. (U.S.)	<a href="http://www.sepc.sony.com/SCEA/index.html">www.sepc.sony.com/SCEA/index.html</a>	A complete official list of current PlayStation games
Sony Computer Ent. (Japan)*	<a href="http://www.scei.co.jp/tindex.html">www.scei.co.jp/tindex.html</a>	Learn how you can develop your own PlayStation software
Sony Computer Ent. (Europe)	<a href="http://www.scee.sony.co.uk">www.scee.sony.co.uk</a>	Wisecracking developers say what's hot, not in gaming
Namco of America	<a href="http://www.namco.com">www.namco.com</a>	An FAQ on the company's future development plans
Konami of America	<a href="http://www.konami.com">www.konami.com</a>	AVIs of the Contra sequel and the new RPG Suikoden
Square of Japan*	<a href="http://www.square.co.jp">www.square.co.jp</a>	Final Fantasy 7 and Bushido Blade info and graphics
Psygnosis	<a href="http://www.psygnosis.com">www.psygnosis.com</a>	Drive the Net! Take the Formula 1 racing game challenge
GT Interactive	<a href="http://www.gtinteractive.com">www.gtinteractive.com</a>	An interactive history of the mother of all bloodbaths: Doom
Ubi Soft	<a href="http://www.ubisoft.com">www.ubisoft.com</a>	Tips/strategy for the mother of all blood...I mean, Rayman
Ascii Entertainment	<a href="http://www.ascient.com">www.ascient.com</a>	A 40-second video clip of King's Field II and a T-shirt too
Viacom New Media	<a href="http://www.viacomnewmedia.com">www.viacomnewmedia.com</a>	Listen to the voice behind Aeon Flux. Mmm, Flux...
ASC Games	<a href="http://www.ascgames.com">www.ascgames.com</a>	Quicktimes of fighting/adventure game Perfect Weapon
Williams Entertainment	<a href="http://www.williamsentertainment.com">www.williamsentertainment.com</a>	Sign up free for "Top Secret" info. Don't lose your password!
Capcom of Japan*	<a href="http://www.capcom.co.jp">www.capcom.co.jp</a>	Links to all of Capcom's divisions, plus lots of Street Fighter
Mindscape	<a href="http://www.mindscape.com">www.mindscape.com</a>	Watch Steel Harbinger strut her alien stuff
Electronic Arts	<a href="http://www.ea.com">www.ea.com</a>	Don't they make a football game? With some Madden guy?
Naughty Dog	<a href="http://www.naughtydog.com">www.naughtydog.com</a>	Biographies of the Crash Bandicoot team members
Single Trac Entertainment	<a href="http://www.singletrac.com">www.singletrac.com</a>	Screen shots and info on Jet Moto and Twisted Metal 2
Shiny Entertainment	<a href="http://www.shiny.com">www.shiny.com</a>	EWJ's VIPs spill the 411 on MDK. Check it out ASAP, okay?
Fox Interactive	<a href="http://www.foxinteractive.com">www.foxinteractive.com</a>	Hear audio clips from Die Hard Trilogy
Virtual Music	<a href="http://www.virtualmusic.com">www.virtualmusic.com</a>	A virtual guitar pick for the PS? Yes! Let's rock, dude!
Metrowerks	<a href="http://www.metrowerks.com">www.metrowerks.com</a>	Learn more about Sony's newest code warrior allies
Take 2 Interactive	<a href="http://www.take2games.com">www.take2games.com</a>	See rendered pics of every character in Iron & Blood
Team 17	<a href="http://www.team17.com">www.team17.com</a>	What's this Project X-2 game? Find out with this UK crew
Gremlin Interactive	<a href="http://www.gremlin.com">www.gremlin.com</a>	Free retro games! Who needs a PlayStation anymore! :-)
Electronics Boutique	<a href="http://www.eboutique.com">www.eboutique.com</a>	PlayStation game release lists updated every week
Datel	<a href="http://www.datel.co.uk">www.datel.co.uk</a>	Learn why there's no universal adapter for the PlayStation
Videogame Advisor	<a href="http://www.vgadvisor.com">www.vgadvisor.com</a>	TRST lists of the top-selling software, plus other figures

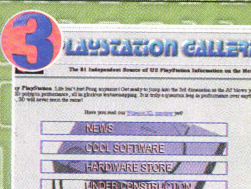
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**NUKE:** P.S.X. loves this site because it's our very own! It's our link to up-to-the-minute PS news and previews. ([www.nuke.com](http://www.nuke.com))



**PlayStation Gamer:** Kudos to Joe Chan for a content-packed site. Check out the FAQs on PS troubleshooting. ([home.sn.no/~wchan](http://home.sn.no/~wchan))



**PlayStation Galleria:** This well-maintained Web site offers daily updates on hardware and software releases. ([www.vidgames.com](http://www.vidgames.com))



**Ray's Sony PlayStation Home Page:** Tons of PS tips and tricks, which can even be e-mailed to you directly. ([www.xs4all.nl/~raimond](http://www.xs4all.nl/~raimond))



**Video Games Online:** A catalog of practically every video game-related page you'd ever need to find. ([www.vgol.com/index.html](http://www.vgol.com/index.html))



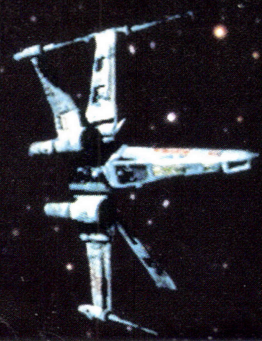


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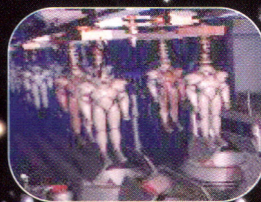




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**-GAMEPRO**

**"POWERPLAY'S GAMEPLAY IS SECOND TO NONE."**

**-COMPUTER GAMING WORLD**

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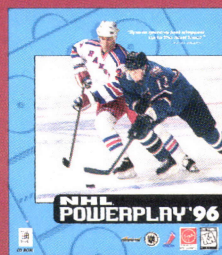
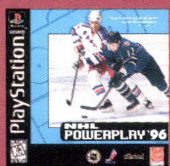
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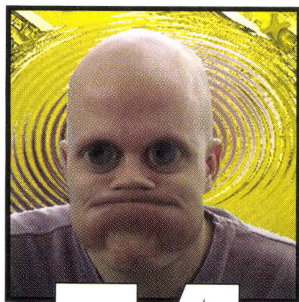


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# P.S.X. RATED

## FINAL DOOM



JOE

74

**W**hen Doom first came out, it was a revolutionary game. This grisly and engrossing title took the PC shareware world by storm before spreading to just about every platform available, including an exclusive PlayStation version. However, since then, other titles like Dark Forces, Duke Nukem 3D and Disruptor have taken the genre to an entirely different plane. With added features like the ability to jump, duck and aim in different directions, these newer titles really show Doom's age. And without any significant upgrade in the game's engine, Final Doom is insufficient to disprove the fact that the Age of Doom has come and gone.

Granted, the levels of this game are the largest and most challenging of any Doom game yet. The huge mazes of stairways and doors can prove pleasantly confusing, forcing the player to re-explore many areas of the game with a careful eye and close attention to detail. It appears the artificial intelligence of some of the monsters has been improved, as well. Even the weakest enemies can be quite menacing, hiding out behind doorways and deliberately moving to stay hidden. But the look of the game is identical to previous episodes. The fact that there were no new weapons and no significantly different scenery gave me the feeling that I had played this game many, many times before.

Die-hard Doom fans will certainly want to check out the many new levels (three complete episodes' worth), but if you've seen what 3-D shooters can really do, this game just won't be able to hold its own. ●



### "THE LARGEST AND MOST CHALLENGING OF ANY DOOM GAME YET!"

COUNTERPOINT

**GARY MOLLOHAN**



72

**DAVE MALEC**



75

This series needs to be put to bed.

Final Doom's title makes the publishers seem almost apologetic for releasing another Doom sequel. ("Okay, this is really the final one. We swear...") The levels are huge and well-designed, but there weren't enough new elements to get me excited about Final Doom. They really should have thrown in some new weapons, enemies or play mechanics. When compared to Disruptor, another 3-D corridor game reviewed in this issue, Doom really shows its age. Only complete Doom fanatics will find anything of interest here.

Final Doom. I just hope they mean it. This whole theme has been overplayed and the lack of any major improvements leaves us with just plain Doom. Sure the levels are different and more difficult, but why couldn't they have tried something more innovative? Other companies have taken this genre to the next level and I'm not quite sure why Doom hasn't had the good sense to follow. Final Doom has everything that people have come to expect, but not much more than that. Doom fanatics will enjoy this one, but those looking for something fresh will have to look elsewhere.



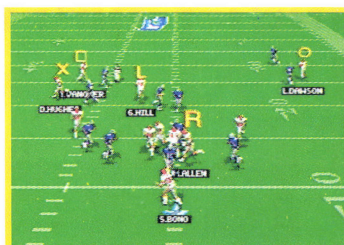
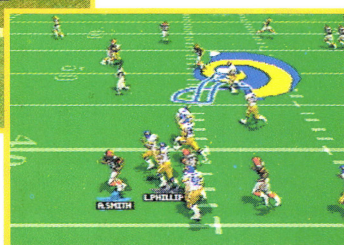
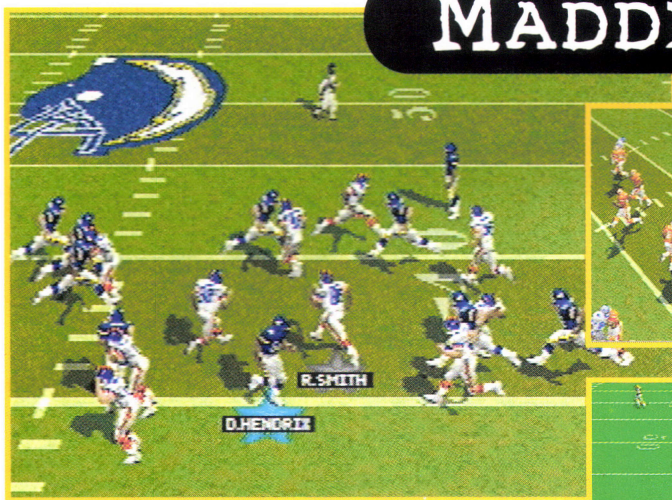
## CURRENT FAVORITES

TODD'S: MADDEN NFL 97 • NHL FACEOFF '97 • NBA LIVE 97

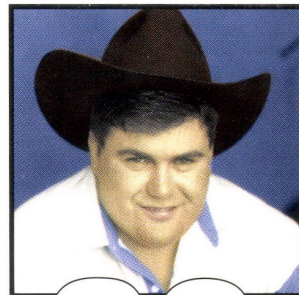
DINDO'S: MADDEN NFL 97 • NHL FACEOFF '97 • BEYOND THE BEYOND

DAVE'S: DISRUPTOR • KING'S FIELD 2 • MADDEN NFL 97

# MADDEN NFL 97



TODD



92

**E**A Sports sat on the sidelines last season, but this year Madden is back. The game looks good and plays great. EA Sports and Tiburon Entertainment have lined up at the line of scrimmage with a game that has a well-balanced offensive and defensive attack. This game isn't perfect, as the artificial intelligence has some flaws when you go up against the computer. There are several money plays that you will find that you can execute at will to get you out of long-yardage situations. To this end, the more skilled sports fanatics will not find much of a challenge in the One-player Mode. Knowing that before you start will allow you to play the game and come to your own conclusions. Personally, I have a ball playing this game. Madden is easy to get into—you can play an exhibition game, any week of the NFL schedule or a full season. EA Sports' presentation of the game of football is incredible and they packaged the game very well. The introductory sequence is outstanding and sets the stage for a great NFL football experience. A couple of things that bothered me about the game are the fact that each of the players has the number 88 on his jersey which I find a little distracting. Another concern I have comes on extra points or field goals when your defenders break through the line of scrimmage and appear to come close if not block the kick, but the announcer always seems to announce that the kick is good. Despite these two minor flaws, I have never had so much fun playing or watching others play a sports game. ●

"I HAVE NEVER HAD SO MUCH FUN  
PLAYING OR WATCHING A SPORTS GAME"

Madden NFL 97 emerges from the sidelines as one of the best football games of the year. The spectacular intro cinema sets the tone for the game to come. Players are easy to control, making it enjoyable to try to juke defenders for extra yardage. I have to admit the computer AI isn't terribly difficult to beat and could be a little tougher. Turning up all of the penalties will make just about any game interesting, though, with officials calling just about everything. Multi-tap games are definitely the way to go to get everyone into the action. EA Sports has put together a sharp-looking game that is a blast to play.

I hope John Madden lives for another 100 years or at least throughout my lifetime.

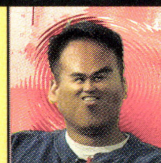
After comparing and analyzing the various football games out on the market, Madden NFL 97 is the football game I would definitely play an entire season. The playability is excellent and the visuals are true-to-life. I agree with Todd about the jersey numbers, but who's paying attention to that when you have the numbers and names below the players? Some people can be so picky! The AI is great; you'll find realistic blocking and running pursuit by the computer. I can't wait to compare this with the upcoming GameDay '97.

DAVE MALEC



93

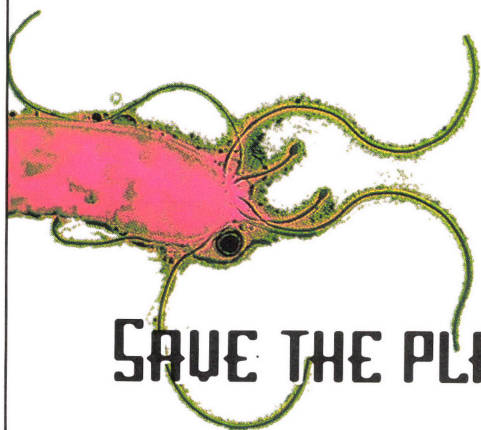
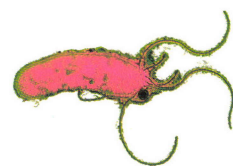
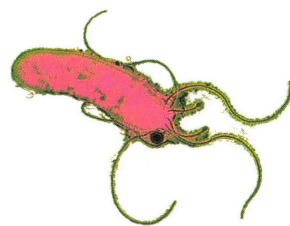
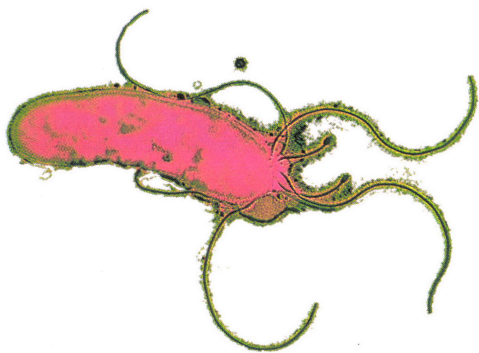
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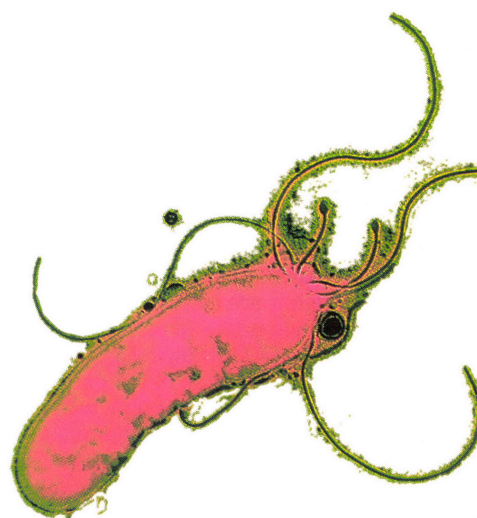
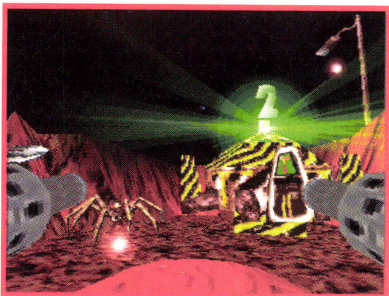
90

COUNTERPOINT





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**MACHINE  
HEAD**



# P.S.X. RATED

## DISRUPTOR



DAVE

94

**N**ot another first-person shooter! Yes it is, but fortunately the boys at Universal Interactive Studios had the good sense to improve upon the typical Doom scenario.

Disruptor takes advantage of the this popular genre, creating a game that requires both using your head and running in with guns ablazing. You are armed with an awesome arsenal of weapons that prepares you to take on even the toughest missions. Guns aren't all you have at your disposal; the introduction of psionics adds a whole new element to the game. This is one of the best features, allowing you to drain enemies and heal yourself with your mind. This is a refreshing change to just blowing everything away, making you actually think before you shoot. Don't worry, there's plenty of gratuitous violence for those who thrive on that kind of thing.

Graphically I think they did a wonderful job, with crisp-looking levels and enemies. The detail of each level is incredible, with many of them changing scenery throughout. Moving your character about is extremely smooth and doesn't have much slowdown at all. The game controls great and the addition of a jump button gives you more versatility. The only problem with the jumping is that you slide when you land, making jumps a little difficult to get used to.

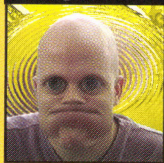
For those of you who eat up first-person shooters, Disruptor will satisfy your appetite. Universal Interactive has combined great gameplay, graphics and scenarios to bring you a top-of-the line action game. They just don't get much better than this. ●



### "THE INTRODUCTION OF PSIONICS ADDS A WHOLE NEW ELEMENT!"

COUNTERPOINT

JOE RYBICKI



93

GARY MOLLOHAN



94

A plot is a relatively rare thing in the world of 3-D first-person shooters. Disruptor doesn't stray too far from the pack here. It is in the level design and gameplay that this game really stands out. The levels are large, interesting and challenging, not to mention visually stunning. The ability to perform a full range of movements (like jumping and looking up and down) makes for a more believable experience than, say, Doom. Although I'm still holding out for Duke Nukem for the PlayStation, I have to say that Disruptor is one of the best first-person shooters I've ever seen.

In my opinion, Disruptor is the best Doom-style game available for the PlayStation. If you are a fan of the genre, you must buy this title. The look of the game is silky smooth, and each level looks significantly different than the previous one. Disruptor's character animation is also good; it makes Doom's look almost prehistoric in comparison. Dave was right about the psionics; because they can be used as both an offensive weapon and as a health restorer, the psionics add some badly needed strategy to the first-person shooter genre.



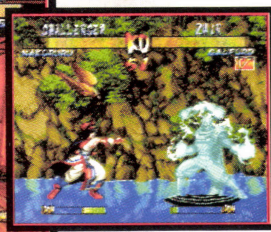


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go  
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get it?

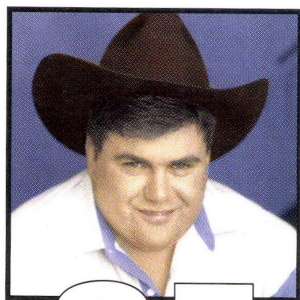


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# P.S.X. RATED

## NCAA GAMEBREAKER



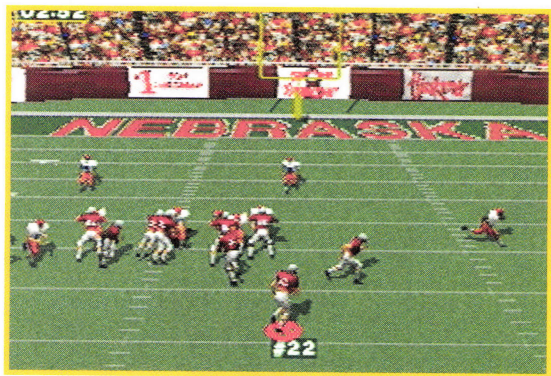
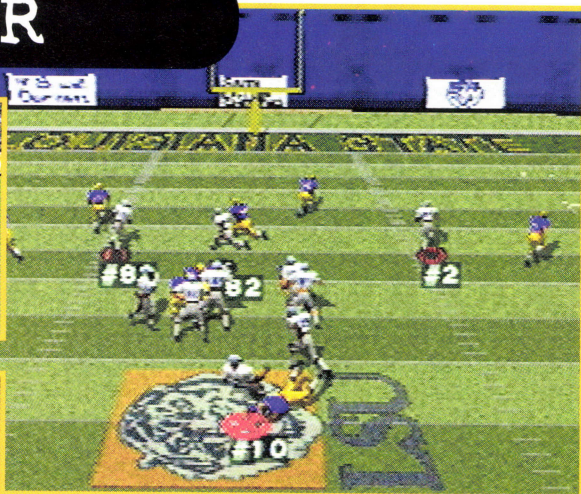
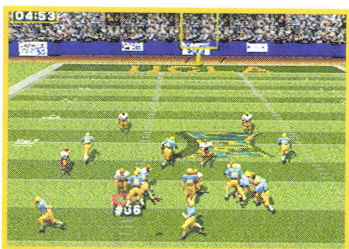
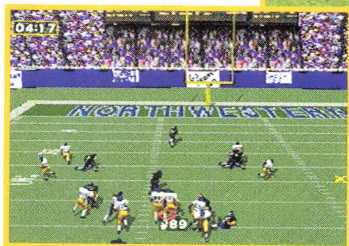
85

TODD

**O**kay, so I'm not a big college football fan. The only time I watch college football is while I'm eating turkey on New Year's Day. That said, my appreciation as to the level of detail and the care that was taken in simulating the college football experience escaped me when I first started playing this game.

Nonetheless, Sony Interactive Studios made a solid and complete college football game that mirrors the actual NCAA game. One of the greatest attributes of this game is its attention to detail. The game has all of the top college football teams complete with stadiums that have college logos painted in the endzones. This is the first college football console game that will allow you to vie for the Heisman Trophy. A lot of detail went into the artificial intelligence of this game and as a result, it is loaded with several key offensive formations like the wishbone.

In the Sophomore and Senior Modes you can run the wishbone for positive yardage quite easily, as well as execute the up and out move out of the Proset formation to get positive yardage at least once per offensive series. The All-American Mode is a different story. In this mode you will have your lunch handed to you if you don't mix up your attack. This is one game that is very challenging to play against the computer—in some cases too challenging. GameBreaker would be best appreciated by die-hard sports fans with a fetish for detail and a love for the college football game. To me, this game had too much detail, too many variables and I lost interest. ●



### "THE FIRST COLLEGE GAME THAT LETS YOU VIE FOR THE HEISMAN TROPHY"

COUNTERPOINT

NELSON TARUC



85

DAVE MALEC



86

As an ex-newspaper correspondent who covered Big Ten football, it's safe to say I've been an ardent follower of the sport. So it's no surprise that NCAA GameBreaker grew on me. Aside from a complete selection of teams, plays and bowls, it offers fast-paced gameplay that will frustrate beginners, but gets addictive once the game's mechanics are mastered. Since the gameplay has more of an arcade feel, some game situations (kicking, punting returns) didn't play very true-to-life. I liked the Easter Egg codes that you get after winning each game; it's a major incentive to play on.

Why wait for Saturday to see your favorite college teams collide? GameBreaker gives you the excitement of NCAA football any day of the week. This is football on speed! The fast pace of the gameplay threw me off my first couple of tries, but isn't too bad after some practice. The option to lateral during running plays is a nice touch, allowing you to pitch as you are being tackled. Although it can be frustrating at times, the tough computer AI makes the game very challenging. Sony has done a good job of capturing the essence of college football; this is one of the better football games out there.



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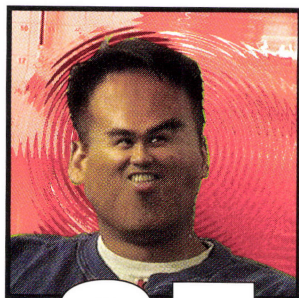
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# P.S.X. RATED

## PROJECT OVERKILL



87

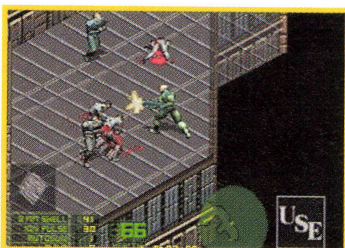
DINDO

**D**espite my score, I'm still disappointed. At first, the overall look of the game did not appeal to me. The grainy 16-Bit-like graphics were not what I expected, but what did attract my attention is the intense action. Awesome weaponry, hand-to-hand attacks and death animations fill the game. What I really get a kick out of is what you can do to a wounded enemy. Being able to hit somebody at the brink of death with the butt of your weapon is just plain fun...cruel, but fun (thumbs up). There is great detail in blood stains, whether your enemy is by a wall or just plain lying dead on the floor. Kids love blood!

In regard to gameplay, the concept of the game is quite unique. Unlike Loaded where you have to go up and down corridors taking out anything that moves, Project Overkill takes this type of genre even further. You have certain missions in order for you to finish the levels. You are able to pick the path you take and that adds to the replay value. Furthermore, you have a limited amount of ammo giving seasoned game players some challenge. There are secrets where you can obtain better weapons and more ammo, and they are scattered throughout the levels.

The biggest gripe that I have against the game is the controls. For a beginner player you'll have some problems shooting in the right direction while moving. Even for seasoned players, the angled shooting can get difficult at first, but you cocky Doom players out there might not agree with me.

If you're smart don't ask your mom to buy this for X-mas. Buy it yourself. ●



### "PO IS FILLED TO THE BRIM WITH BLOOD-SPLATTERING EXCITEMENT!"

COUNTERPOINT

GARY MOLLOHAN



80

DAVE MALEC



85

Project Overkill is a game with solid family values. Manson family values, that is. The death animations alone are reason enough to at least rent PO. Dindo was right about the control; it should have been refined before the game's release. It's cool that virtually every background element can be smashed, but more substantial interaction would have been better. I found myself wanting to duck behind objects for cover, but this isn't possible. Also, it bugged me that the developers used the isometric perspective to hide objects that would be in plain view in reality.

Any game where you can bash the enemies while they are stunned has got to be good. Project Overkill is filled to the brim with blood-splattering excitement. There is such an excess of blood that your character will even leave footprints after walking over the dead bodies. I didn't have much trouble with the control. A couple of practice runs should be enough to get you acquainted with the gameplay. The transparent walls are a nice touch, allowing you to search for hidden ammo. They certainly didn't go overboard in the graphic department, but if that doesn't bother you, I'd pick it up.



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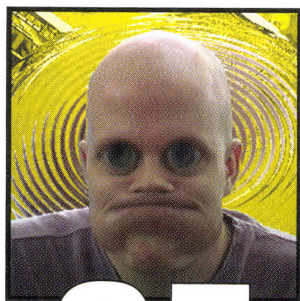


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# P.S.X. RATED

## PANDEMONIUM



JOE

95

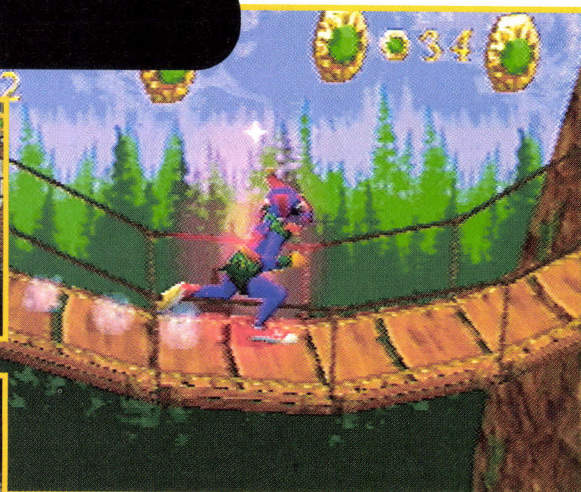
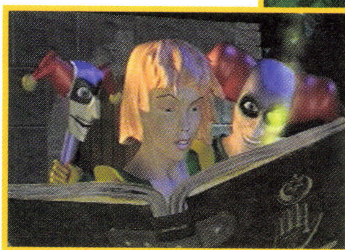
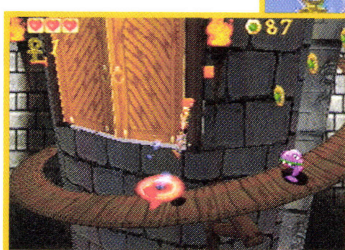
**O**kay, let me say first off that this game does resemble Crash Bandicoot in a number of ways. Both are platform games with a pseudo-3-D feel, set in a beautifully illustrated environment. The fact that the games appear so similar at first glance is certain to invite a great deal of comparison between the two. Fortunately for the folks at Crystal Dynamics, however, such comparison can only be to Pandemonium's benefit. This game stands well above Crash, and that's saying quite a bit.

Don't get me wrong—I think Crash is a quality game. I just felt that there was a lot more that they could have done with it. I guess it left me expecting more, looking for something that wasn't there. Pandemonium showed me what I was looking for.

The levels here are large without being tedious, with a number of different paths to take and areas to explore. Secrets abound, woven logically into the levels. The frequent shifts in perspective keep this game visually interesting, as well.

The challenge is just about perfect. Each new level is difficult enough to necessitate a number of replays, but simple enough to prevent frustration. The wide variety of areas, enemies and weapons (like the entertaining Shrink Ray) makes for an interesting game with high replay value.

Pandemonium is a completely 2-D platform game with a very believable 3-D feel, without the 3-D control problems that Crash suffers from. Although it may not be the most original game to hit shelves, it is easily my favorite platform game yet. ●



### "SOMEONE MIXED CRASH AND NIGHTS IN A HIGH-SPEED BLENDER."

COUNTERPOINT

NELSON TARUC



90

DAVE MALEC



90

My gut reaction was that someone mixed Crash Bandicoot and NIGHTS in a high-speed blender, and wound up with this game. Like those other titles, Pandemonium contains the kind of 3-D graphical brilliance that will wow most gamers. At its roots, the gameplay is much like a 2-D Sonic; however, the ever-changing computer-controlled camera angles give the game a new look and feel at every turn. The timing of the characters' jumps seem a hair sluggish—a small quirk you just have to get used to. I also wished there was a zoom-out option to see more of the screen.

Crystal Dynamics turns this 2-D adventure game into a successful three-dimensional hit. Pandemonium uses spectacular scenery and rotating views to bring this game to life. The option to switch between the two characters at the beginning of each level is a nice touch. While using some of the basic elements of Crash Bandicoot, gamers will find that Pandemonium offers more than enough to be entertaining. The multiple paths give the game enough variation as not to get bored with the two-dimensional limitations. Adventure lovers will want to give this game a whirl.





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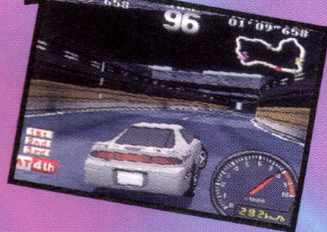
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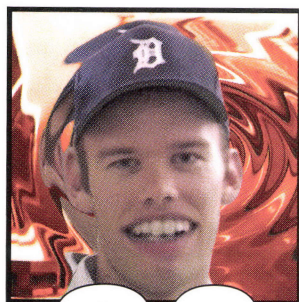


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# P.S.X. RATED

## STAR GLADIATOR



GARY

82

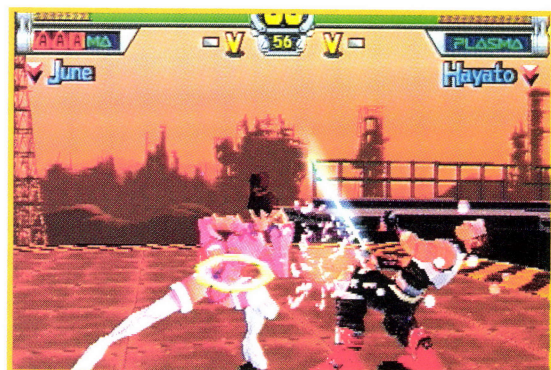
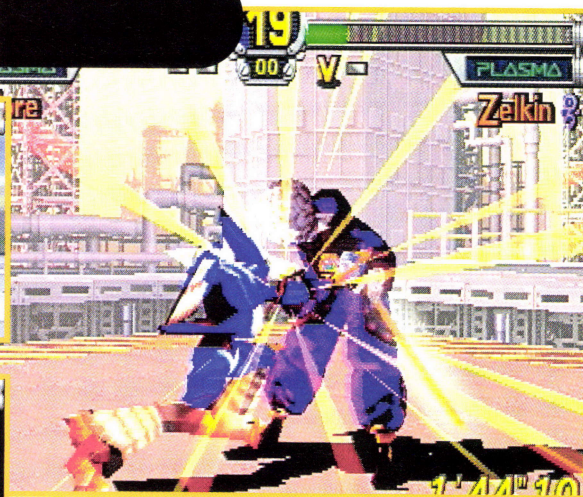
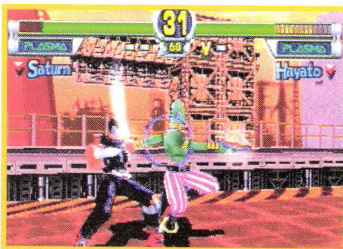
**S**tar Gladiator is a competent first attempt by 2-D fighting legend Capcom at creating a 3-D polygon fighter. The game has beautiful graphics and crisp control, but it doesn't K.O. other top 3-D fighters the way Capcom probably hoped.

Star Gladiator's nine characters represent a nice variety of humans, robots and aliens, and are brimming with personality, in true Capcom style. I had feared they would be retreads of Street Fighter characters, but this isn't the case, although Saturn's moves do bare a strong resemblance to Dhalsim's. They are nicely animated but surprisingly lack such details as head tracking, now a standard in 3-D fighting games like Tekken 2.

The controls are a good compromise between Street Fighter II and Tekken. Many of the specials are performed by quarter circle or charge motions, while combos can be executed by multiple button taps. Like another 3-D sword fighting game, Soul Edge, the combos are a bit too simple to execute considering the devastating damage they cause. The hit detection also is a bit forgiving, as moves that appear to barely nick an opponent connect fully.

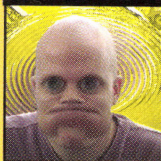
Star Gladiator also lacks the advanced tactics found in the truly inspired Toba No.1. In Toba, players could reverse throws or escape from them by using the L1 and L2 buttons or by a well-timed blow.

All in all, Star Gladiator is a solid first attempt at a 3-D fighter. Hopefully, Capcom learned from the experience and will make some refinements before releasing their next effort. ●



## "TOSHINDEN MEETS STAR WARS IN THIS FIGHTER FROM CAPCOM"

JOE RYBICKI



85

DAVE MALEC



83

COUNTERPOINT

Battle Arena Toshinden meets *Star Wars* in this enjoyable fighter from Capcom. I like weapon-based fighting games, and this is one of the best. With some great power-ups, classic moves and interesting characters, this game should keep fans of the fighting genre happy for hours. There didn't seem to be a great number of characters, which is definitely a drawback, but the ones that are in there are varied enough to keep things interesting. This game has some of the best grab moves I've ever seen. All in all, Star Gladiator is a good, solid fighting title. Be sure to check it out.

Capcom took characters and elements from a variety of different fighting games and rolled them into Star Gladiator. Gameplay is similar to Battle Arena Toshinden, with the ability to roll to the side and perform ring-outs. Fighters are comprised of a variety of cool creatures from around the galaxy, each having his or her own style of attack. Sharp graphics and smooth animations are the strong points of this fighter. On the down side, the slim selection of characters doesn't leave you with much to work with. SG is a decent game, but doesn't have the replay value of other 3-D fighters.



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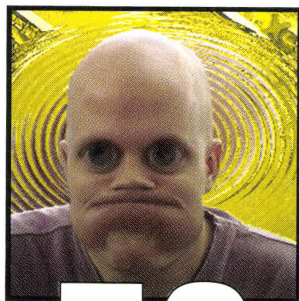
# Get Damaged.





# P.S.X. RATED

## CONTRA



JOE

70

**I**t must have sounded like a good idea at the time. To port one of the most successful 16-Bit shooters to a 3-D environment is an idea that may look good on paper, but in practice it leaves a lot to be desired.

Up until now, the Contra series has retained the level of action and challenge found in the original title. Playing by yourself or with a friend, you could take on hordes of crafty guerrillas with a number of impressive weapon power-ups, mowing down countless bodies and the occasional fearsome Boss creation. It was relatively simple, but that was part of the beauty of the game.

Unfortunately, when put into a 3-D environment, this game becomes far too complex to be much fun. The shifting perspective makes it very difficult to judge the trajectory of oncoming projectiles. With attackers coming literally from all directions (including above and below you), this makes for some very confusing gameplay. It is also often very difficult to judge the angle of attack for some of the enemies. There were a number of occasions when I swore I should be hitting an enemy, but for some reason the shots were passing harmlessly by. It got very frustrating very quickly, and even on the easiest levels I had a ridiculously high mortality rate.

If you're slow to frustration, and like going up against insurmountable odds, then this might be the game for you. But if you're expecting the straightforward simplicity of the previous Contra titles, stick to the old cartridge games; this one will probably prove to be a disappointment. ●



**"...CHALLENGE IS IMMENSE AND THE FIGHTING IS INTENSE.."**

COUNTERPOINT

NELSON TARUC



60

DAVE MALEC



70

Aargh! As a Contra devotee, I had pinned high hopes on this 32-Bit version. But after playing through level after frustrating level, I wound up deeply disappointed with the 3-D gameplay. The jerky camera shifts prove rather distracting, making the action harder to follow (a fixed overhead camera like in Loading might have worked better). The 3-D setting makes flying enemies and bullets far more difficult to recognize and dodge; you can lose lots of lives really quickly. So while challenge is immense and the fighting is intense, the 3-D gameplay winds up more confusing than enjoyable.

Discouraging is the best word to describe this blast from the past. Contra has lost the intensity that it has become known for. After playing the first level on easy several times, I was sufficiently frustrated with the gameplay. The views make it difficult to judge enemy fire and it took too much effort to line up for a good shot without getting hit. I found myself trying to sprint past enemies more than I was trying to blow them away. Contra fans may not find the same enjoyment in the new-and-improved version. In my opinion, Contra shouldn't have ventured into the third dimension.



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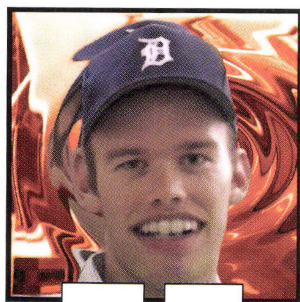
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# P.S.X. RATED

## KING OF FIGHTERS '95



GARY

75

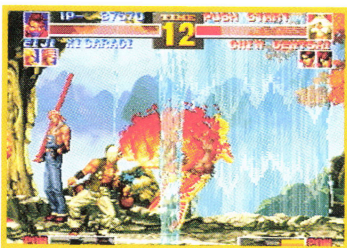
**S** NK used to be unique because of its arcade-perfect translations of its excellent fighting games. That was, of course, before Namco stole much of SNK's thunder with its better-than-the-arcade PlayStation versions of Tekken and Tekken 2.

Judged on its own merits, SNK's first PlayStation title, King of Fighters '95 is a competently produced fighter, loaded with tons of characters and flashy moves. The only problem is the game's graphics look severely dated compared to today's polygon fighters, and I say that as a big fan of Japanese animation.

The game features a whopping 24 selectable characters, many of whom have been transplanted from such popular SNK games as Art of Fighting and Fatal Fury. The characters are nicely animated, and their attacks are mostly familiar charge and quarter circle moves.

I have two main complaints with King of Fighters '95. First, the moves are somewhat awkward to perform on the standard PlayStation pad, which is better suited for multiple button taps than quarter circle motions. My second complaint is that King of Fighters '95 does not utilize the scaling effect seen in other SNK fighters, such as Samurai Shodown.

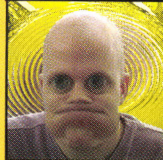
I do applaud SNK jamming KOF '95 with so many characters and moves, which gives the game lots of replay value. The ability to create your own teams also is a great bonus. King of Fighters '95 would be great for nostalgia buffs or anyone who loved SNK's other hits but couldn't afford the Neo-Geo's exorbitant price tag. ●



### "KOF '95 WOULD BE GREAT FOR ANYONE WHO COULDN'T AFFORD THE NEO-Geo"

COUNTERPOINT

JOE RYBICKI



72

I have to say that I'm just not a fan of 2-D fighting games. Although I pumped a good number of quarters into Street Fighter II when it first hit the arcades, ever since quality 3-D fighters like Tekken came into the picture, any 2-D fighter has just looked... well...old. Now, King of Fighters '95 is a solid title as far as the 2-D genre goes. It has an impressive array of well-illustrated characters, a number of beautifully detailed backgrounds and a lot of interesting and amusing special moves. But two dimensions just doesn't hold my interest anymore. Get it if you still like Street Fighter.

DINDO PEREZ

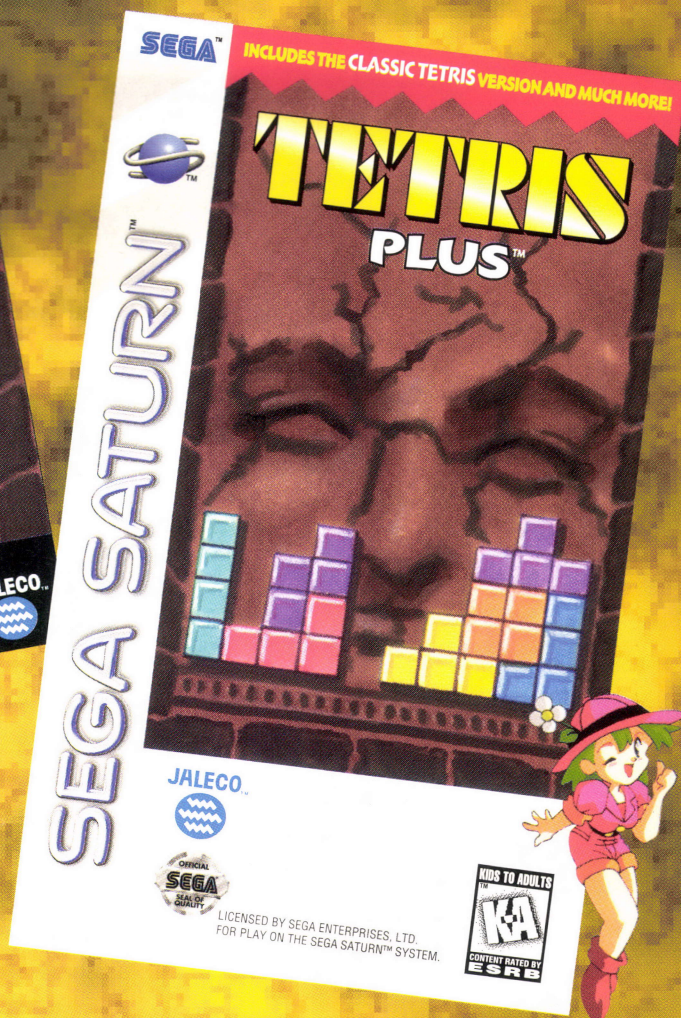


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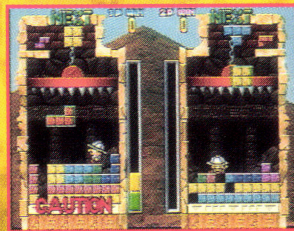
Oh, Mai! I've always been a fan of all of the fighting games for the Neo-Geo and I welcome this for the PS, but in this age of polygons, this game has no chance against the current fighting games. 2-D fighting is dying. And what's the matter with the load time? (the Jeopardy song turns on) What's Gary talking about with the controls? In any case, the controls are very easy and initiating the moves is crisp. As a fighting game, this is still a good title considering what it has to go up against. I'm sure it's even a better game now that you don't have to pay \$200 for it.



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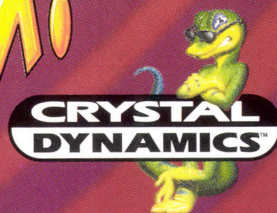
wizard, a slightly twisted jester and his maniacal puppet-on-a-stick. Blur

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# P.S.X. SPORTS

## FORMULA 1

**P**sygnosis already has published one of the best PlayStation racers to date, WipeOut. Now they are bringing their racing skills down to Earth with Formula 1. Although it does contain an Arcade Mode for beginners, Formula 1 is a racing simulator complete with all of the options, licenses and real-world physics players have been asking for.

Formula 1 includes 35 internationally famous drivers, 13 racing teams and 17 painstakingly rendered tracks from around the globe. Think you're good enough to beat Michael Schumacher's lap record at Monaco? Here's your chance to find out! Ever wanted to drive Jean Alesi's Ferrari through the winding streets of Monte Carlo at speeds in excess of 200 miles per hour? Now you can, at no personal risk to life or limb!

Formula 1's developers relied on extensive input from a real Grand Prix team to maintain a high degree of



**If the car heads off the track in the Grand Prix Mode, the driver will have a hard time recovering.**

accuracy. Cars feature three-dimensional, four-wheel dynamics and are subject to real aerodynamics, including downforce, which presses the car down on to the road creating greater stability.

In addition to relying on their reflexes, players must carefully plan their pit stops, accounting for such factors as tire wear and fuel consumption, if they hope to compete against the world's best. According to the game's developers, Formula 1's computer opponents take artificial intelligence to a new level by employing "on-the-fly realtime decision making" to survey track conditions



and by using such techniques as slipstreaming.

The inclusion of an Arcade Mode should make this game enjoyable even for the first-time player, and the gruelling Grand Prix Mode is sure to keep even the best drivers on their toes.

Formula 1's visuals are rivaled only by its audio; the game features commentary by British announcer, Murray Walker, and music by rock guitar greats Joe Satriani and Steve Vai—all in Dolby surround sound!

All these features combine to make Formula 1 one of the most comprehensive Grand Prix simulators available for the Sony PlayStation. ●



STARTING LINEUP

- THEME  
**Racing**
- # OF PLAYERS  
**1 or 2**
- LICENSES  
**F1**
- CHALLENGE  
**Variable**
- DEVELOPER  
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# P.S.X. SPORTS

## NBA LIVE 97

**T**hroughout the late '80s and early '90s the name Electronic Arts came to stand for quality among 16-Bit sports gamers. The company published landmark games representing all major sports and meticulously refined them in subsequent editions. It looks as though EA will continue their proud tradition with the release of the second installment of their popular NBA Live series for the Sony PlayStation.

Viewed from a dynamic camera that pans and zooms to follow the action, NBA Live 97 delivers exciting five-on-five action. Unlike the previous installment,



which featured prerendered sprites, NBA Live 97 contains texture-mapped polygon players. The level of detail is so great they have recognizable facial features and are the same relative



height and weight as their NBA counterparts. Additionally, their animation is extremely fluid and contains many details. Open players raise their arm to "call" for the ball and cross-court passes are performed in a realistic overhand manner. Defenders flail their arms to discourage passes and throw forearms to nudge for position under the hoop. EA's animators undoubtedly spent countless hours watching game film to get the player animations so close to the real thing.

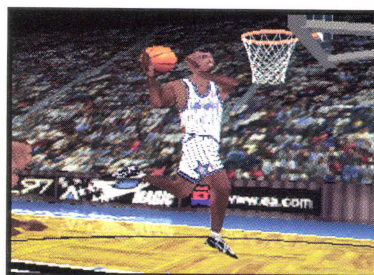
NBA Live 97 contains all of the extra features 32-Bit sports gamers have come to demand, such as digitized player headshots and an announcer who uses player names to describe the action. Gamers can fully customize the rules to their liking. Fouls can be turned off or adjusted (in a scale

**The game includes instant replays from every angle.**



of 1-9) in frequency. Traveling, backcourt violations and out-of-bounds calls also are customizable. Losing players can even receive some computer-assisted help to avoid frustrating blowouts.

All in all, it appears that NBA Live 97 would make an excellent addition to any basketball gamer's PlayStation library. ●



### The Making of NBA Live 97

Recently, P.S.X. Sports got a chance to talk with Tarnie Williams, associate producer of the NBA Live product, about his game and the world of basketball gaming as a whole.



**What is the most significant change between NBA Live 96 and NBA Live 97?**

Probably the most significant change would be our move to using 3-D rendered-on-the-fly players and motion capture.

**What is your favorite basketball game, next to NBA Live 97?**

NBA Action, I think, would be my second favorite. They did a really good job there.

**Did you feel any kind of pressure from the success of the 96 title?**

Definitely. I think we were all feeling that we had some really solid competition. We basically attempted to cover every single possible weakness or lack in our game. We are re-creating the NBA game; your very own little NBA you can take home.

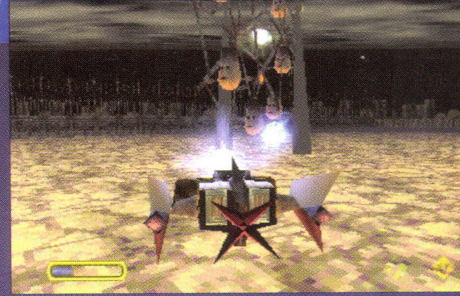


STARTING LINEUP

-  **THEME**  
**Basketball**
-  **# OF PLAYERS**  
**1-8**
-  **LICENSES**  
**NBA**
-  **CHALLENGE**  
**Variable**
-  **DEVELOPER**  
**EA Sports**



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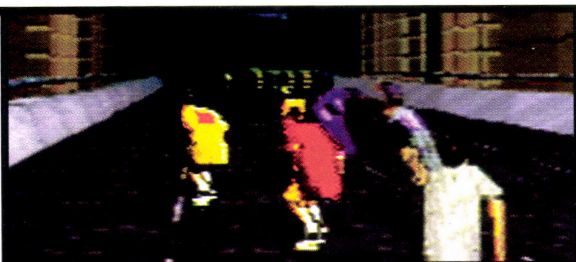
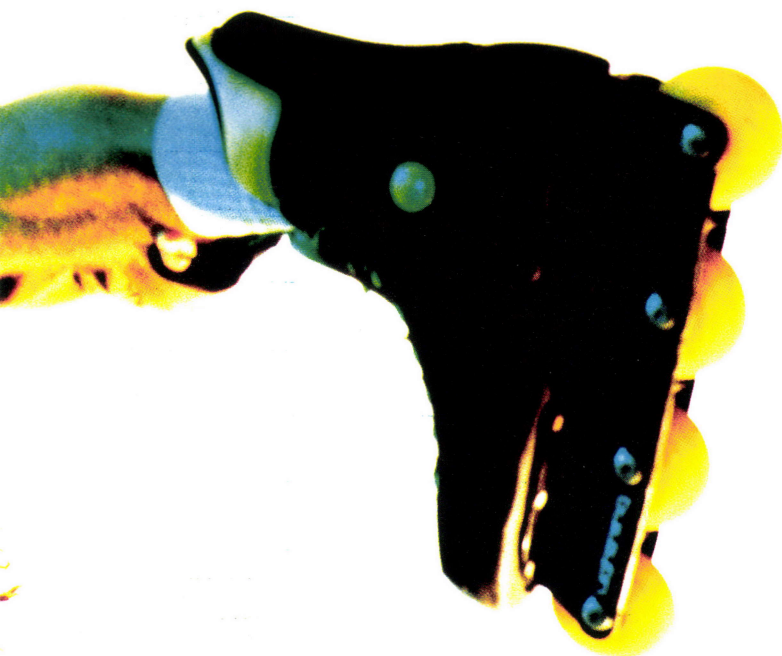
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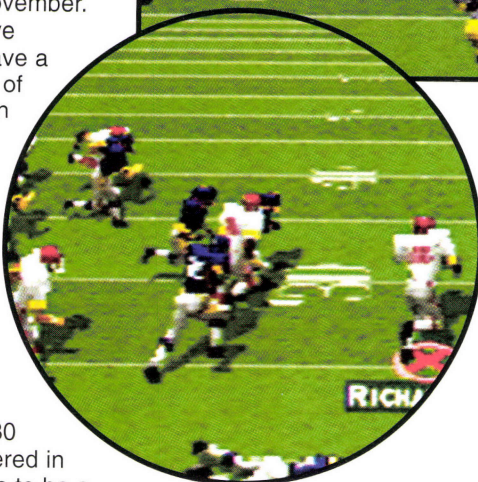


# P.S.X. SPORTS

## NFL GAMEDAY '97™

**T**he original NFL GameDay started out as the reigning champion of PlayStation football. With its realistic gameplay and high level of energy, GameDay kept football fans happy while Madden sat out the season. When Madden 97 hit the shelves, however, Sony's quality football product had to settle for second best. But second best isn't good enough for Sony, and they're setting out to remedy that situation with the release of GameDay '97 in November. And from what we've seen so far, they have a pretty good chance of giving Madden a run for its money.

With a ton of new features like the ability to create players, the inclusion of a no-huddle offense, the addition of new crowd and player sound effects, new player animations and all 30 NFL stadiums rendered in 3-D, this game looks to be a more than satisfactory

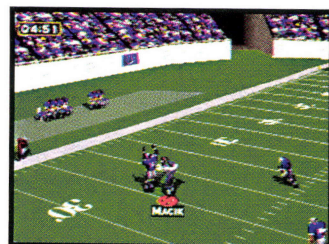
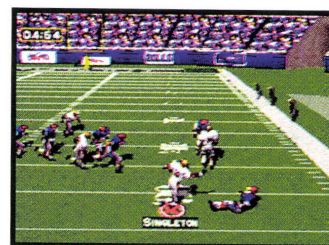


**The animations in GameDay '97 will be as true to life as Sony can make them.**

Pro Bowl teams and past Super Bowl champions will be included, as well as a number of other special secrets. According to Sony, there are 30 hidden teams and 128 "Easter Eggs" in this game, which can be saved to the PlayStation's memory cards. These Easter Eggs are codes which can be entered at the Create Player Screen to enhance or alter the team in some way. The Easter Eggs are given out every time a game is won in actual season play. This way, the team can gradually improve itself over the

update to its acclaimed predecessor. With the increased frame rate (30 frames per second, which is 50 percent higher than the previous version) and adjustable game speed, GameDay '97 should prove an even more intense experience than the original.

The players are drawn from motion-capture sessions with Oakland Raiders' All-Pro receiver Tim Brown, and the camera angle is completely customizable, allowing players to view the action from every conceivable angle.

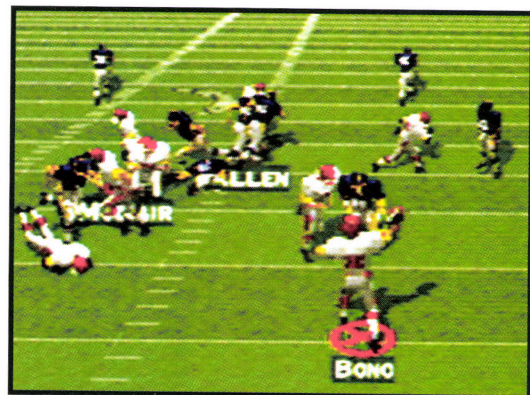


course of a single season. The ability to save these improvements to the memory cards should make for some great matchups, as well. The inclusion of four different levels of difficulty should offer an even greater variety of play.

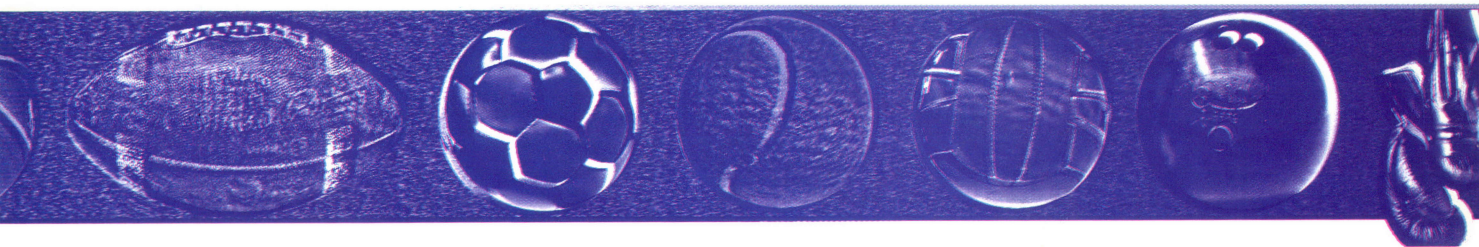
Once they get a good look at the title, few gamers will be likely to dispute that no game is more feature-rich than GameDay '97. But whether it can surpass the top-notch presentation of Madden 97 remains to be seen. There is certainly something to be said for die-hard realism and artistry in presentation. Regardless of which title will be viewed as the ultimate 32-Bit football game, one thing is certain: It's a good time to be a fan of football video gaming. ●

### STARTING LINEUP

-  **THEME**  
**Football**
-  **# OF PLAYERS**  
**1-8**
-  **LICENSES**  
**NFL**
-  **CHALLENGE**  
**Variable**
-  **DEVELOPER**  
**Sony**

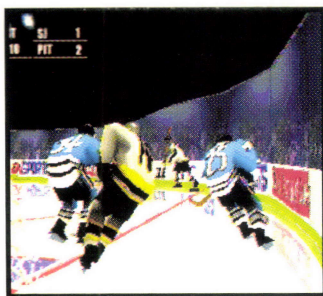






# NHL 97

**T**he folks at Electronic Arts have delivered what they consider to be "the first true 32-Bit hockey experience" with the release of NHL 97.



EA's developers captured the movements of a real NHL player to animate NHL 97's polygon characters, producing unparalleled fluidity. The game also contains such signature moves as Lemieux's behind-the-back stickwork and Fedorov's patented stop and spin. Because NHL 97's players are comprised of 3-D polygons, these sensational moves can be viewed from nine camera angles, selectable on the fly.

Not content with simply polishing the look of the game, EA tweaked gameplay



to the max. Playing strategies now include an aggressive forecheck style of play and a new shell defense.

EA was the unquestioned ruler of the 16-Bit sports world. NHL 97 looks to bring this reign to 32-Bit. ●

**The 32-Bit version will be a total revamping of the game, with new motion-captured animations.**

STARTING LINEUP

- **THEME**  
**Hockey**
- **# OF PLAYERS**  
**1-8**
- **LICENSES**  
**NHL, NHLPA**
- **CHALLENGE**  
**Variable**
- **DEVELOPER**  
**Visual Concepts**

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# P.S.X. SPORTS

## FACEOFF '97

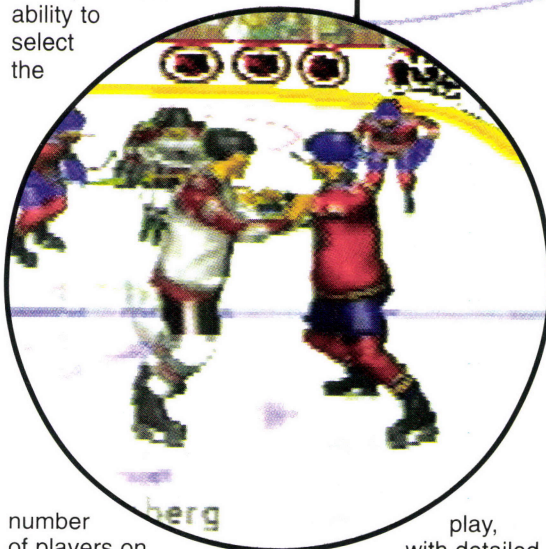
**T**he folks at Sony Interactive Studios America are looking to bring their high-energy style of sports gaming to the ice this fall with the release of NHL FaceOff '97. An intuitive, fast-paced game in the vein of Sony's enormously successful football title, GameDay, FaceOff includes a number of features that should satisfy any fan of video hockey.

The most innovative feature of this game is its passing interface. Unlike other hockey titles, in which passing is simply performed by aiming the puck in a given direction and hoping it connects, FaceOff features an Icon Passing interface. The player with the puck can call up icons of the other players, represented by the symbols on the PlayStation's buttons, and then pass instantly and accurately. Like in most 32-Bit football titles, this icon interface makes for a much more intuitive game, allowing even first-time players to get the hang of the game much more quickly.

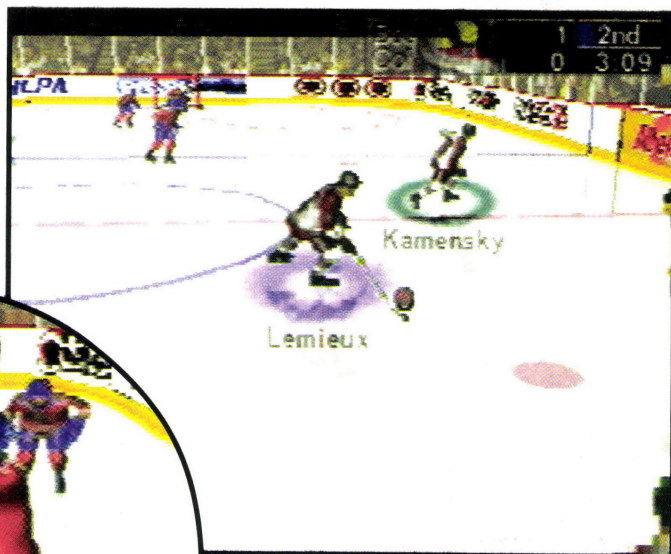
To enhance the quick, arcade-like feel of this game, the developers are including the option of on-ice fighting

reminiscent of the classic Blades of Steel. In this game, however, players will have a number of attacks to choose from, like jabs, uppercuts and head-butts! This is sure to keep the game fun and interesting.

A Multiplayer Practice Mode, with the ability to select the



number of players on each team, will give new players the opportunity to get a feel for the game. Then the player can move to a full exhibition game, and then to season play. This game will support full season



**The player illustrations, although somewhat pixelated, are very smoothly animated.**

play, with detailed statistic tracking throughout the season.

This game also incorporates the use of detailed strategic elements. When managing a team, players will be able to adjust elements of strategy like aggression and defense, as well as situational elements like how the team reacts in a PowerPlay. This will give players full control over the entire team.

With equal focus on in-depth game elements like strategies and statistics, as well as the high-energy arcade element that is becoming Sony's trademark, NHL FaceOff '97 should appeal to hockey fans. Keep an eye out for this one. ●



**STARTING LINEUP**

- **THEME**  
Hockey
- **# OF PLAYERS**  
1-8
- **LICENSES**  
NHL, NHLPA
- **CHALLENGE**  
Variable
- **DEVELOPER**  
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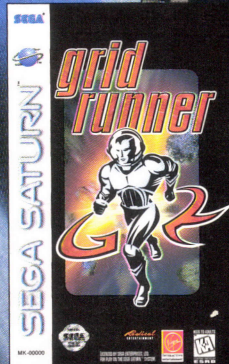
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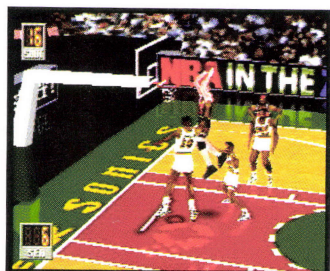
# P.S.X. SPORTS

## IN THE ZONE 2

**K**onami is hitting the hard court once again with *NBA In The Zone 2*. The first *NBA In The Zone* featured fast and furious five-on-five action with an arcade style of play. This time around, Konami has sought to pacify serious basketball enthusiasts by adding more simulation elements, such as player stamina, bench management, the ability to change a player's position and complete season play, including the playoffs.

opponents. But watch out—the developers also have increased the likelihood of fouls, with the inclusion of foul-drawing plays like driving layups.

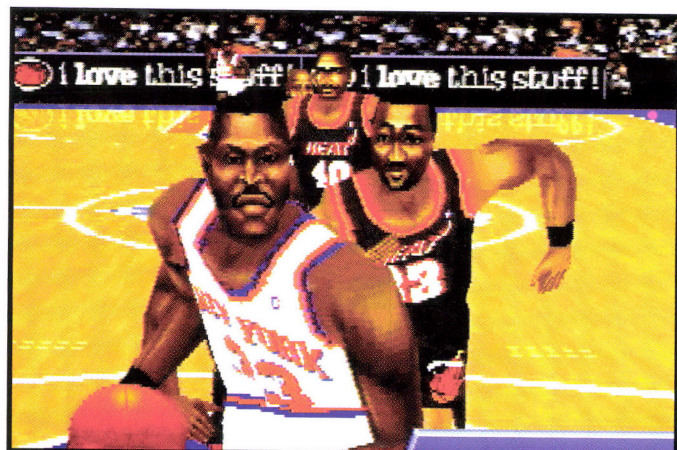
Konami even added a couple of minigames: Horse, a schoolyard favorite; and one-on-one. Both are excellent for gamers who want a quick basketball fix or the chance to create dream matchups with their NBA favorites. These



Having established a winning game engine in the first edition, Konami had plenty of time to make extensive refinements in *NBA In The Zone 2*. Action under the hoop has been pumped up with improved rebounding strategies, such as bumping and the ability to screen out



games can be played as a simple pick-up-and-go point jam, or they can be used to truly hone the player's skill.



The players in *In the Zone 2* will resemble their NBA counterparts even more closely than in the previous version of the game.

Although there are a great number of sports fans in the world of video gaming, many have postponed making the jump to the newest platforms until they see the kinds of games that will be available for them. But from all indications at this early date, sports gamers who have taken a "wait and see" attitude before beginning their 32-Bit sports libraries may be swayed enough by the refinements in *NBA In The Zone 2* to put this one on their holiday wish list. It should make a lot of basketball fans very happy. ●

STARTING LINEUP

- THEME  
**Basketball**
- # OF PLAYERS  
**1-8**
- LICENSES  
**NBA**
- CHALLENGE  
**Variable**
- DEVELOPER  
**Konami**





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# NOW PLAYING

**J**apanese gamers seem to have an unending desire for two things: puzzle games and anything related to Super Street Fighter II. Capcom's Puzzle Fighter may be a crass attempt to capitalize on this dual popularity, but it is also an innovative and addictive game. Additionally, the arcade version is already lighting up U.S. arcades, and the PS version is scheduled to arrive on store shelves in the not-too-distant future.

At first glance, Puzzle Fighter looks like a simple Tetris clone, but the gameplay has more in common with Baku Baku.

The player's goal is to group similarly colored gems into larger, connected blocks, then "break" the gems with a similarly colored crystal orb.

By chaining or pulling off



huge gem-breaking attacks, a player can drop a number of counter gems on the enemy: the bigger the attack, the more counter gems drop. Each character drops counter gems in a specific pattern—a factor in how players should plan gem-laying strategies.

The counter gems also trigger an attack animation from the hyper-cute versions of Street Fighter Alpha 2 and Darkstalkers characters located in the center of the screen (in accordance with SFA style, there's even a Taunt button).

Unlike the standard gems, counter gems have timers that delay their destruction, so players can use counter gems to block an opponent from his or her regular gems.

What makes this game click, however, is that once the timers



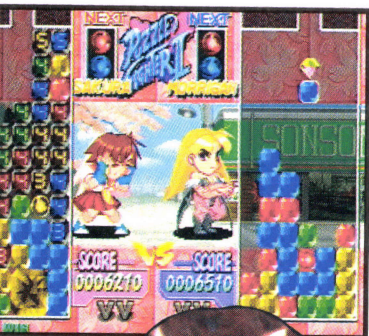
Don't panic when counter gems drop on you. Keep the gem drop lane (third from right) open and wait for the counter gems to return to normal.

run out, they turn into regular gems. A player who can weather a counter orb onslaught can quickly turn the tables because the converted gems have huge combo potential.

Pictures can't truly depict this game's exciting see-saw battling and quick pace. But rest assured: Puzzle Fighter looks poised to become one "gem" of a puzzle game. ■

## THE RUNDOWN

-  **THEME**  
Puzzle
-  **# OF PLAYERS**  
1 or 2
-  **# OF LEVELS**  
8+
-  **CHALLENGE**  
Variable
-  **PUBLISHER**  
Capcom



Like Baku Baku, clearing multiple colors creates chain attacks, portrayed by cute animation such as Ryu's Fireball attack.



# Puzzle Fighter



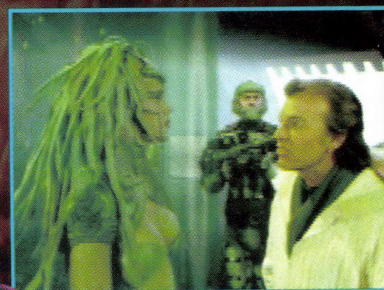
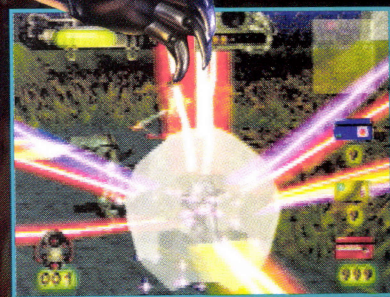
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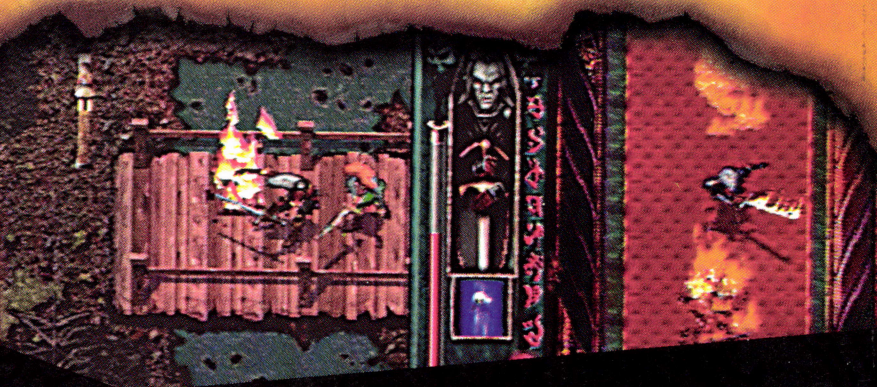


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# NOW PLAYING



## KILLING ZONE

**A**s of late Acclaim has surprised some gamers by releasing a series of dark, Gothic games for the PlayStation, such as the Dungeons and Dragons-inspired *Iron & Blood*, movie adaptations *The Crow: City of Angels* and *DragonHeart: Fire and Steel*, as well as a game inspired by the popular card game, *Magic: The Gathering*. Acclaim continues this trend with its new fighter, *Killing Zone*.

According to *Killing Zone*'s background story, the omnipotent ruler of the world, The Power of Darkness, has grown tired of watching the Earth's species battle back and forth for dominance. He announces the creation of a tournament, where a single representative of the world's major species will battle for the ultimate prize: the victorious species will rule the world in

peace for a thousand years.

*Killing Zone*'s seven gruesome characters look like escapees from a Ray Harryhausen film. They include a reanimated skeleton warrior, a minotaur, a Gorgon, a mummy, a Frankenstein's monster, a faery and a werewolf who can revert from wolf to human form at will.

*Killing Zone* is much like other 3-D fighters that have been flooding the market as of late. The characters are comprised of texture-mapped polygons and are capable of battling in three dimensions by utilizing the top left and right keys to circle an opponent. The game also contains many of the



features fighting fans demand, such as juggling moves, ring-outs and buckets of blood. The game also features a Coaching Mode in which players suggest fighting strategies to their champion rather than control him/her outright.

One of *Killing Zone*'s innovations is the trans-

formation of characters as they progress through the game. Depending on which qualities the player exploits, characters increase in strength, dexterity and reach. These changes are readily visible; the monsters change before your eyes! ■



The manmade horror, Drake, tells his bandaged foe, Majete, to say, "Uncle." Or, more appropriately, to say, "Mummy."



### THE RUNDOWN

-  **THEME**  
**Fighting**
-  **# OF PLAYERS**  
**1**
-  **# OF LEVELS**  
**N/A**
-  **CHALLENGE**  
**Easy**
-  **PUBLISHER**  
**Acclaim**



# MACHINEHEAD

**E**idos Interactive's Machinehead is a first-person 3-D shooter set in the year 2005, when a mad scientist unleashes a super virus that implants microscopic machines into its victims, turning them into mechanized horrors. Gamers play as Dr. Kimberly Stride, a beautiful scientist who constructed a smart bomb to kill the virus, only to have it strapped to her by

her turncoat assistant, Orville. To avoid detonation, Dr. Stride must blast her way through 15 3-D landscapes, populated with such oddball mutants as "grinning zombie clowns" and "horsehead machines," in the attempt to find her former assistant.

Along the way Ms. Stride will discover 10 deadly weapons, including flame throwers, missiles and laser beams, which she must

Machinehead is one of the few science-fiction games with a strong female protagonist.



## THE RUNDOWN

-  **THEME Shooter**
-  **# OF PLAYERS 1**
-  **# OF LEVELS 15**
-  **CHALLENGE Moderate**
-  **PUBLISHER Eidos**

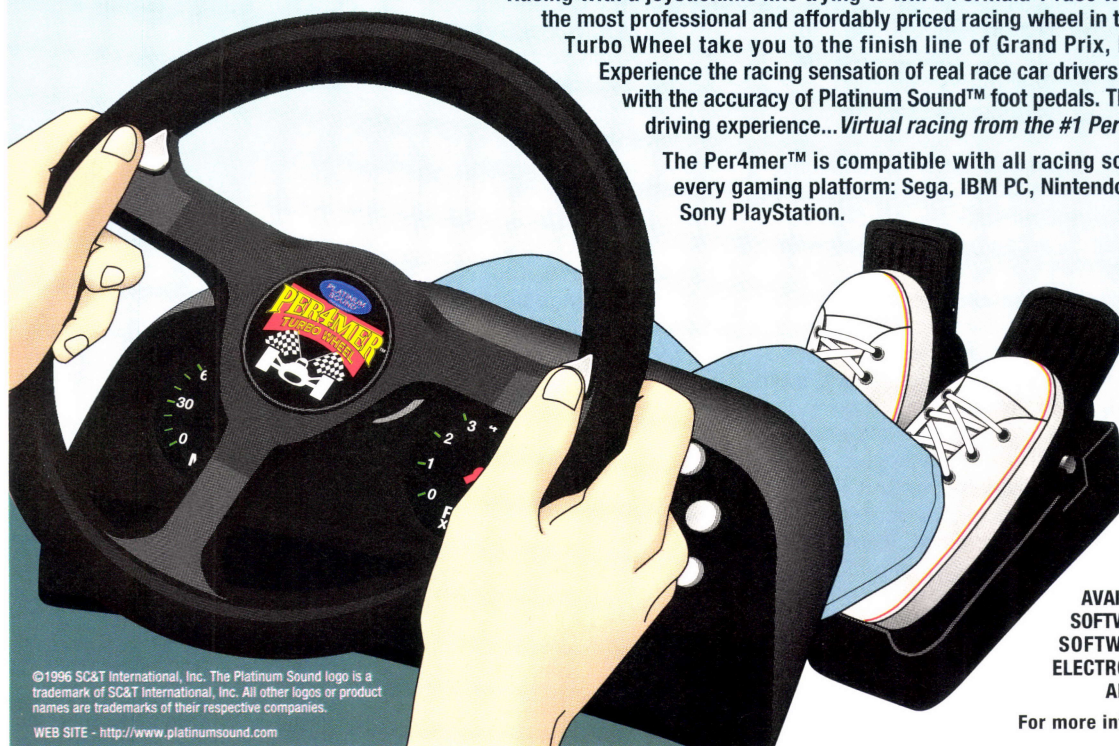
be utilized to combat Machinehead's 100-plus SGI-rendered enemies.

Shooter fans with a warped sense of humor definitely will want to get Machinehead in their sights. ■

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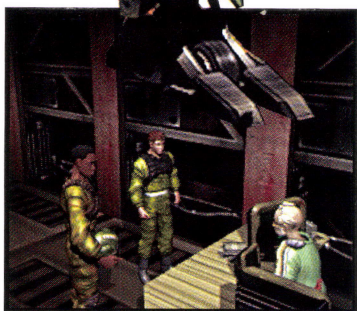
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# NOW PLAYING



## EPIDEMIC

**K**ileak: The DNA Imperative was the first corridor shooting game available for the Sony PlayStation, and many software-hungry players purchased it for this reason alone. These early PlayStation adopters liked the game's beautifully rendered cinemas and puzzle elements, but made such comments as, "The rooms all look the same," or "It needs more and smarter enemies."

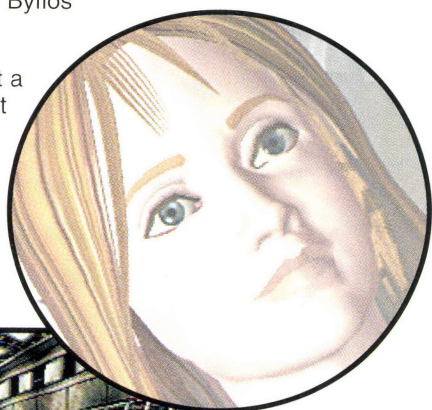
Well, like those old E.F. Hutton ads, gamers spoke, and Sony listened. In fact, they made extensive changes to Epidemic, the sequel to Kileak, based on consumer suggestions. (What a world this would be if all software developers weren't so enamored with their "artistic visions" and listened more to players.)

Epidemic features larger rooms and hallways for increased mobility and more enemies, who are now smarter, faster and attack from multiple angles.

Epidemic's story, like seemingly all contemporary science fiction, contains liberal doses of genetic engineering and paranoia. In 2038, a killer virus nearly wipes out the Earth's population. The survivors flee the planet's surface, seeking

refuge in Neural City, a computer-controlled underground metropolis built by a powerful but enigmatic scientist, Michael Byflos. The seemingly benign Byflos allows the city's new inhabitants to live in relative comfort, but at a cost: He imposes strict population controls in the attempt to genetically engineer a superior race. You, as a sworn member of a cadre of resisters, must fight

your way through Neural City, discovering its dark secrets and freeing its population from the clutches of the Byflos regime. ■



Epidemic has numerous "heads-up" displays to inventory your arsenal and to check the status of your mech.

### THE RUNDOWN

-  **THEME**  
**Shooter/Puzzle**
-  **# OF PLAYERS**  
**1**
-  **# OF LEVELS**  
**N/A**
-  **CHALLENGE**  
**Moderate**
-  **PUBLISHER**  
**Sony Comp. Ent.**



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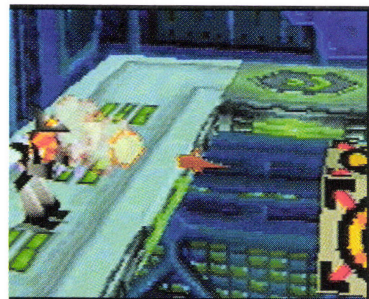
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# NOW PLAYING

## THE DIVIDE: ENEMIES WITHIN



Your mech's cannons can be rotated freely to shoot anywhere in The Divide's 3-D environment.

**V**iacom New Media has used its media clout to release numerous high-profile adaptations of popular television programs, such as Beavis and Butt-head and Star Trek: Deep Space Nine for a variety of video game platforms; however, its recent PlayStation release, The Divide: Enemies Within, illustrates Viacom's desire to develop completely new properties as well.

The Divide: Enemies Within, a 3-D platform game with strong puzzle elements,

is set on a distant and inhospitable world, where the player awakens from an abnormally long cryogenic sleep.

As the effects of the cryosleep drain from his body, your character struggles to recall his arrival on the planet in addition to dim memories of a bloody battle with its native inhabitants. Even more distressing, your partner is missing and must be found if you are to escape. As the terse story unfolds, you are shocked to discover the planet's horribly mutated inhabitants have incorporated elements of your vessel's technology into their physiology, making them heavily armed killing machines.

Can you discover the whereabouts of your missing comrade?

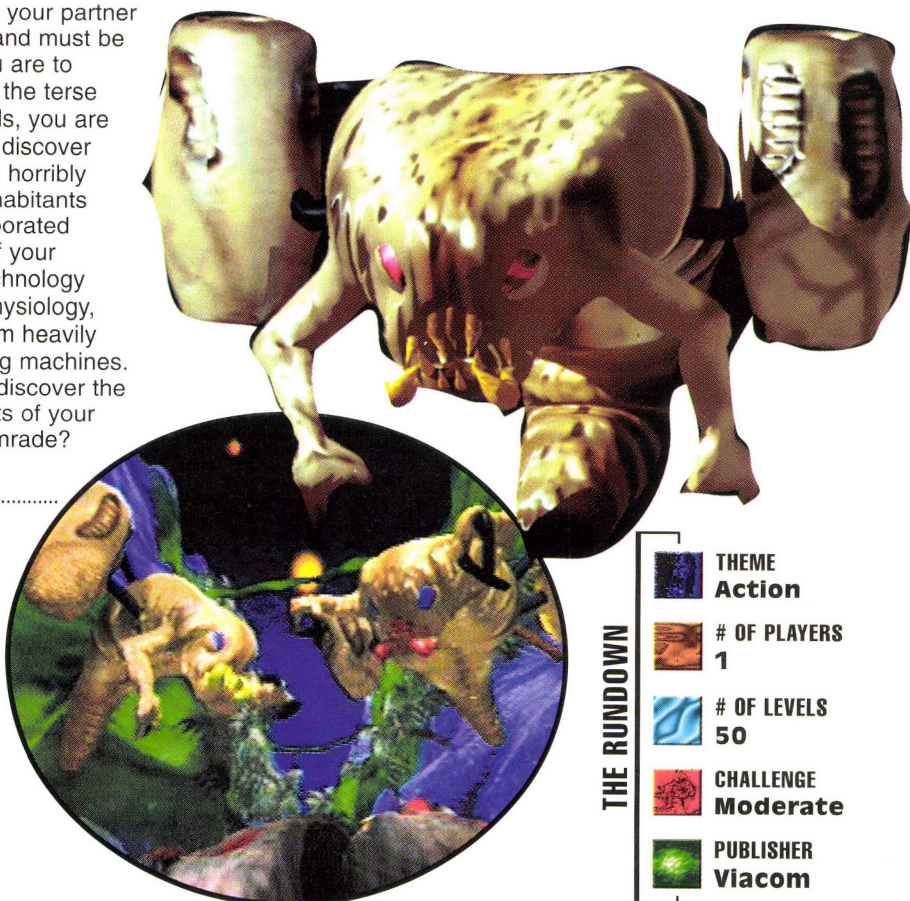
Could he, as the game's title heavily implies, somehow be responsible for the freakish mutants dogging you at every turn? You must battle through 10 3-D environments and 50 stages to discover the answer. Use your wits along with some obscenely powerful weapon upgrades to fight off the Divide's 30 cyberneti-

cally enhanced mutants.

The Divide: Enemies Within was developed for Viacom New Media by Canadian-based Radical Entertainment, creators of the top-selling MTV's Beavis and Butt-head for the Sega Genesis. Radical hopes their latest effort will enjoy similar success on the PlayStation. ■



The inhabitants of The Divide were undisturbed for eons until your ship contaminated them.

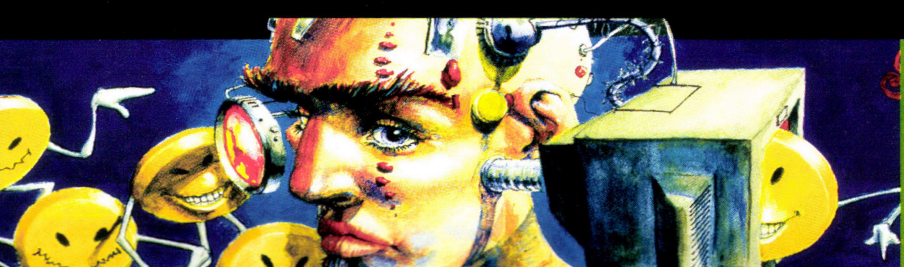


THE RUNDOWN

-  **THEME**  
**Action**
-  **# OF PLAYERS**  
**1**
-  **# OF LEVELS**  
**50**
-  **CHALLENGE**  
**Moderate**
-  **PUBLISHER**  
**Viacom**



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# UNDER CONSTRUCTION

## SOUL EDGE

Namco's arcade blockbuster takes fighting games to the edge

**O**ne of the depressingly few good reasons to visit arcades this summer was the opportunity to play Namco's latest System 11 game, Soul Edge. The game featured all of the motion-captured, Gouraud-shaded goodness you've come to expect in a Namco fighting game, and (surprise, surprise) it's on its way to the PlayStation!

Soul Edge is a weapons-based fighter set in the 15th century, when a group of eight fighters from around the world assembles to compete for the Soul Edge, a mystical sword that grows more powerful each time its owner sleighs an opponent with it.

Soul Edge's eight selectable characters are diverse and nicely animated. Sophitia is a warrior priestess from ancient Greece. Rock is an axe-wielding barbarian who wears a bear's head as a hat. Li Long is a Chinese master of the bladed Nunchaku. Voldo is perhaps Soul Edge's most striking character; he is a nightmarish blind mute with knives for hands. A German knight, a female ninja, a wandering swordsman and a spear-



wielding Korean girl round out the cast of characters.

Soul Edge surprised players after its arcade debut, because it had more in common with Virtua Fighter than Namco's flagship fighter, Tekken. Soul Edge's controls include a block button, and its combos have a distinct Virtua Fighter influence.

Will PlayStation owners embrace it? Only time will tell. Because all system games are based on PlayStation architecture, an identical home version is virtually guaranteed; however, Soul Edge will have to grapple with a growing field of weapons-based fighters, including Capcom's stellar title, Star Gladiator. ▲



- ON THE MENU**
- ▲ **THEME**  
**Fighting**
  - ▲ **# OF PLAYERS**  
**1 or 2**
  - ▲ **# OF LEVELS**  
**N/A**
  - ▲ **AVAILABILITY**  
**December**
  - ▲ **DEVELOPER**  
**Namco**



Battle among a variety of characters to obtain the Soul Edge.



# TEMPEST X

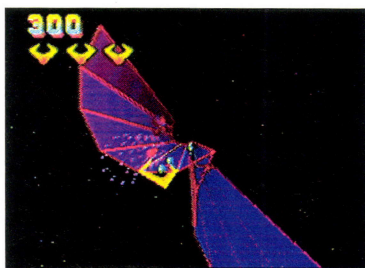
Timeless arcade fun from Williams

**N**ow that such compilations as Williams' Arcade Classics and Namco Classics Volume I have created a miniboom in retro-gaming, a new version of Tempest, entitled Tempest X, will soon be available for the Sony PlayStation.

Tempest X contains many new play mechanics, such as the ability to jump off the playfield to avoid pursuers who have reached the outer ring. The game also has new shot power-ups, an electric zapper that

destroys all on-screen enemies and an AI robot that independently zips around providing temporary protection.

Tempest X's graphics have been updated with some new effects, such as simulated lens flare and psychedelic color patterns that cycle on the game's playfield. Tempest X also has a WipeOut-like techno soundtrack that features such esoteric lyrics as "Television is the retina of the mind's eye." (Deep, eh?) Arcade purists needn't despair, either; Tempest X contains a completely faithful version of the original. ▲

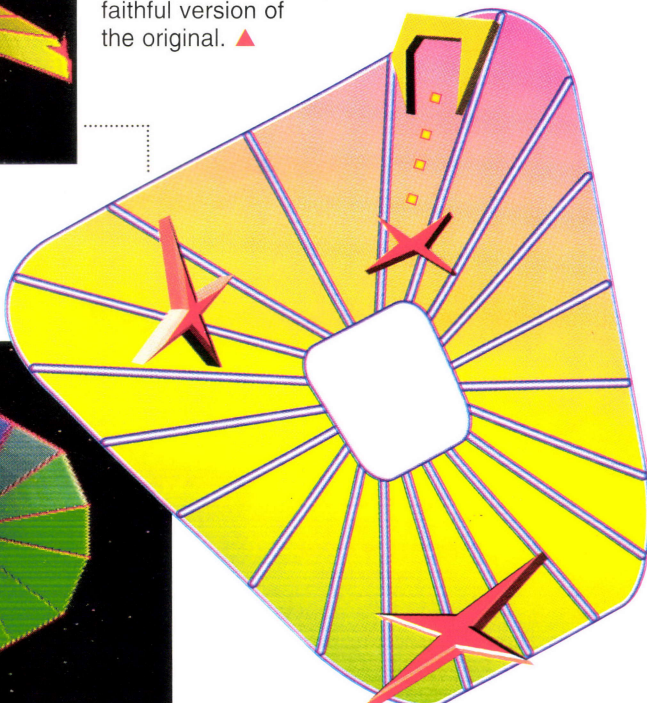


ON THE MENU

-  **THEME**  
**Action**
-  **# OF PLAYERS**  
**1 or 2**
-  **# OF LEVELS**  
**90+**
-  **AVAILABILITY**  
**November**
-  **DEVELOPER**  
**Hi Voltage**



**Completely inscrutable to non-gamers, Tempest X offers some truly unique play mechanics.**



P.S.X. 75

**"Gawd bless Necrodome™ says Action Ab!"**



**Action Ab, action game and weapon enthusiast**

Ah just love action games, 'specially the kind that makes me sweat like a pig in heat. Ah love action games even

more than my favert food, dinner.

Lately, lotsa games seem ho-hum. But not NECRODOME. This new game composts two of my favert things: trucks 'n guns.

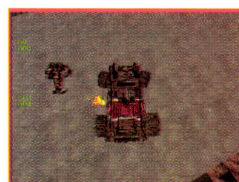


Ah had so much fun ah can't believe it. You gotta git all them scumbags with your cannons before they git you. But watch out 'cause every time

ah thought ah had 'em, my truck blowed up!

You can even have a buddy shoot

out of your back turret while you race. But if yur like me, you don't want nobody near yur turret — let alone in it. If NECRODOME ain't the biggest game o' the year, then ah don't know my hole from a head in the ground."



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# UNDER CONSTRUCTION

## WILD 9'S

A futuristic RPG from the makers of Earthworm Jim

**W**ild 9's is an action RPG set in the year 2072. The player assumes the role of Wex, a teenage Earthling who becomes stranded on an uncharted planet after a violent encounter with evil

soldiers of the Domination.

As Wex wanders the strange world, he stumbles upon a metallic glove. Intrigued, he tries on the glove and points at a nearby rock, producing a sudden blast of energy that disintegrates the rock. After careful experimentation, Wex learns he can produce different types of blasts by positioning his hand differently.

Wex's blasting draws the attention of a nearby creature that resembles a cross

between a bat and a dog.

The creature communicates that he, like Wex, has been stranded, and the two become instant friends.

As the two explore their new home, they hear screams emanating from the small hut. Within the hut they discover eight alien being tortured by Domination soldiers. Blinded by rage, Wex leaps through the window and disintegrates

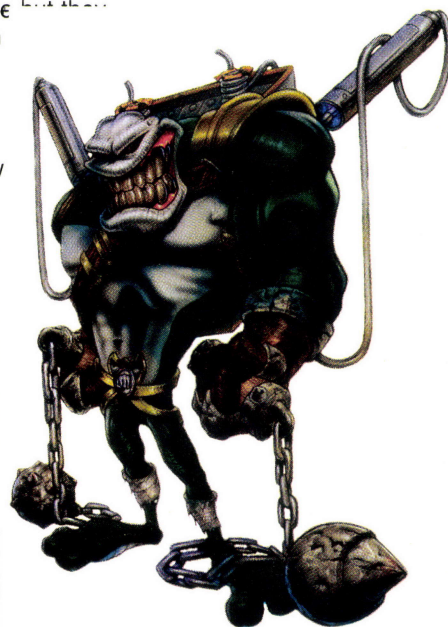
the soldiers with his new-found weapon. The grateful aliens join Wex on his quest to rid the universe of the Domination, and together they become "The Wild 9's." ▲

ON THE MENU

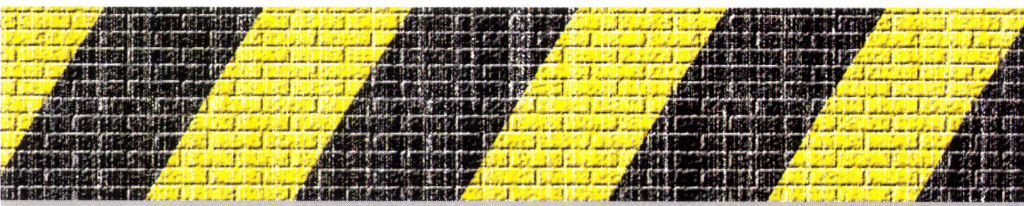
- ▲ **THEME**  
**RPG**
- ▲ **# OF PLAYERS**  
**1**
- ▲ **# OF LEVELS**  
**N/A**
- ▲ **AVAILABILITY**  
**April**
- ▲ **DEVELOPER**  
**Shiny**



Wex's new home contains many wonders (like these temple ruins) he must explore if he hopes to escape the planet and defeat the Domination.







# AEON FLUX

MTV'S Liquid princess hits the consoles

**H**aving successfully brought MTV's Beavis and Butt-head to one gaming platform, the Sega Genesis, Viacom hopes to enjoy similar cross-over success with its upcoming PlayStation release, Aeon Flux.



Players must guide the lanky, leather-clad super spy through six dangerous missions set in a realtime 3-D environment. Aeon's ultimate goal is to destroy a supernatural cult leader, the Demiurge, and his legion of fanatical followers. The Demiurge is said to be so powerful he can mentally enslave anyone, so Aeon will need all of her wits about her if she is to succeed.

Along the way our heroine will have to clone herself, elude hordes of blue zombies and unlock the mysteries of time travel, while staying one



step ahead of her nemesis, Trevor Goodchild.

Peter Chung, creator of the MTV series, had extensive input on the game, particularly the motion-capturing sessions, during which complex running, jumping, fighting and swinging motions were filmed to ensure fluid character movement.

In the attempt to faithfully reproduce the look and feel of the highly stylized television series, Viacom used actual MTV animators to illustrate the PlayStation adaptation.

Gamers have been asking for an Aeon Flux game ever since she appeared on MTV's animation showcase, *Liquid Television*, so you can bet this title will be a hot seller when it hits. ▲



**Aeon must choose her battles wisely if she is to reach the Demiurge. Once a character has dispensed the necessary information, let 'em have it!**



- ON THE MENU**
- THEME**  
**Action**
  - # OF PLAYERS**  
**1**
  - # OF LEVELS**  
**35**
  - AVAILABILITY**  
**May**
  - DEVELOPER**  
**Cryo**

## "Omigod! Dare Devil Derby 3D™ is way cool!"

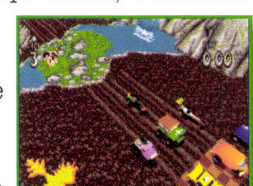


*Lips Akimbo, major babe and sports enthusiast*

I love racing games, okay? And unlike my choice of men, I've got real high standards. So when people said, 'Lips, you

gotta play DARE DEVIL DERBY, the new 3D multi-player racing game from Mindscape' I said, 'Puh-lease!'

But then, whoa! I'm all, this game is totally awesome!



I played it so much that all my fingernails broke off! My boyfriend Marty said my nails were fake, just like me. So I kept beating that ignorant puke at DDD!



Then six of Marty's friends showed up, so I plugged

all eight of us into multi-taps and we raced against each other! It was way beyond amazing!

I played it like 14 hours straight and never ever thought about eating or going to the bathroom.

Can you believe it? I know! I couldn't either!"



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# UNDER CONSTRUCTION

## PERSONA

Demons invade Earth in this role-playing game from Atlus

**M**any otherwise satisfied PlayStation owners have complained about the lack of quality PlayStation role-playing titles available. Frustrated gamers read about the abundance of Japanese RPGs and wonder why more companies in the Land of the Rising Sun don't translate these games and release them in the U.S. One such company, Atlus, has heard the cries of American RPG fans and is in the process of translating one of its latest games, Persona. Hopefully, more companies will follow suit.

Persona is set in the near

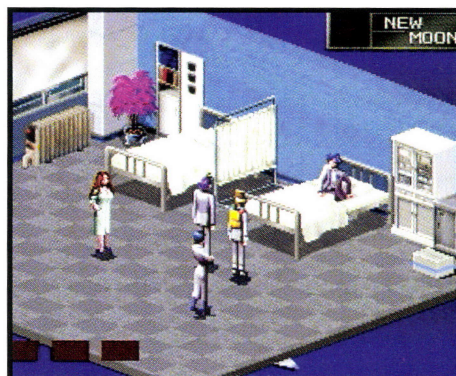
future, when man has unlocked the mysteries of dimensional travel. Unbeknownst to the scientists, the interdimensional door opens both ways. A horde of hideous demons seizes upon the opportunity to wreak havoc in a new universe and stream through the door into the Earth realm. The player takes command of a group of high school students who are among the first to learn of the demons and the threat they pose to Earth.

Based on the popular Megami Tensei series, Persona will contain over 100 hours of gameplay. The students will encounter over 300 different types of monsters, befriending some while battling others. Additionally, any member of your party can morph into the mysterious and powerful energy source known as "Persona."

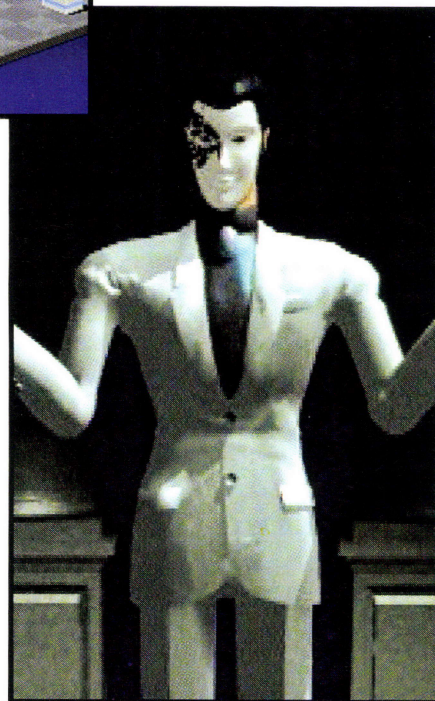
In addition to the standard

three-quarter battle perspective role-playing gamers are accustomed to seeing, Persona also contains extensive first-person corridor scenes, beginning with the students' high school.

Will the students be able to rid the world of demons and close the dimensional gate in time to attend their senior prom? Find out when Persona hits the States. ▲



The first student to channel the Persona energy source lands in the school infirmary. Does it contain any clues?



ON THE MENU



**THEME  
RPG**



**# OF PLAYERS  
1**



**# OF LEVELS  
N/A**



**AVAILABILITY  
December**



**DEVELOPER  
Atlus**

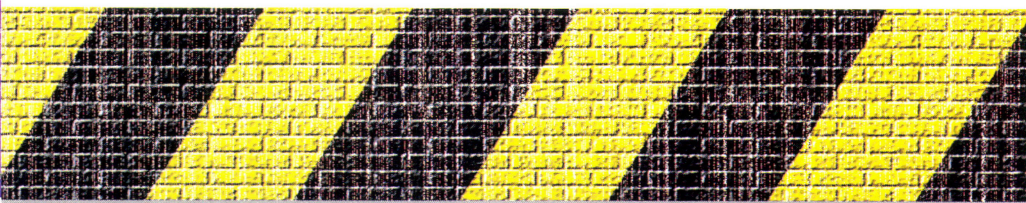


Leave no locker unchecked, but pay careful attention to the lunar calendar in the upper-right corner of the screen to predict the demon attacks.



P.S.X. 78





# NAMCO CLASSICS 2

Namco's all-time greats re-revisited

**N**amco soon will be releasing the second installment of a projected five-disk collection of its greatest arcade hits. Namco's programming gurus wrote an emulator program that allows your PlayStation to read the game codes of its arcade classics, so the six games included in Namco Classics 2 are exact reproductions, rather than rewritten adaptations. They are so faithful, in fact, they even include all of the bugs found in the arcade originals.

Mappy is one of the classics included in the compilation. As many gamers will recall, Mappy was a police mouse



who stumbled upon the home of a group of cat burglars. Mappy used trampolines to bounce from floor to floor, reclaiming the stolen valuables while evading his feline pursuers. Classics 2 also contains the landmark top-scrolling shooter, Xevious. In addition to being loaded with hidden secrets, Xevious was one of the first shooters to employ bombs for



destroying ground-based targets, a convention still used today in such shooters as Raiden.

Classics 2's four remaining titles also contain numerous innovations. The early quest game, Dragon Buster, featured Bosses with secret weak points and introduced the "vitality system," a level-up system that worked by collecting items. Gaplus was a Galaga sequel that featured an innovative buildable fighter. Super Pac-Man and the tank warfare game, Grobda, round out the collection.

As in the first edition, Namco Classics 2 contains a virtual museum where players can learn about the games included on the disk. Gamers can view cabinet marquees, original arcade circuit boards and other game-related artifacts. Professor Pac-Man also can be found to give you valuable tips and tricks for your favorite games. ▲

**"Starwinder™ is so fast, it'll make you hurl!"**



Rocket Ronnie, action reviewer dude at large

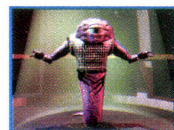
Just popped in a toastie version of the new PlayStation™ title STARWINDER: THE ULTIMATE SPACE RACE. Dudes and Dudettes, this game is kickin'! Right off the hip, I

noticed the amazing buzz from the free flight control. The Ronster was flying his ship in and out of the rails...for real.

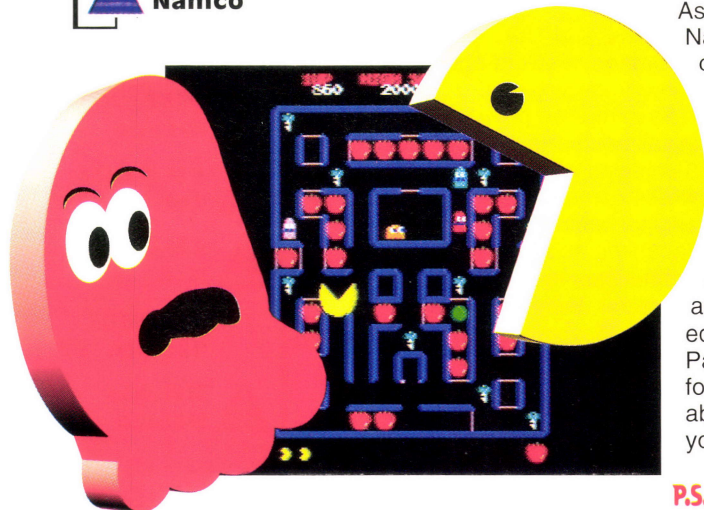
If you're into speed, this is the treat for you. MAXIMUM SPEEDATUDE! My buddy Fred hurled just watching the game.

And there's lots more! Usually, I blow by the cut scenes, but all those clips of alien pilots were a major trip. I was laughing so hard, I almost blew lunch outta my nose!"

The Ronster says check it out!"



ON THE MENU		THEME
		Arcade
		# OF PLAYERS
		1 or 2
		# OF LEVELS
		N/A
		AVAILABILITY
		Now
		DEVELOPER
		Namco



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# UNDER CONSTRUCTION

## NAMCO CLASSICS 3

Namco takes gamers on a third trip down memory lane

**N**amco has unearthed six more 1980s arcade relics for the third installment of its popular Classics series. Players who mistakenly assumed Namco would have only obscure dregs left for a third classics disk may be shocked to learn the third disk may be the series' best to date.

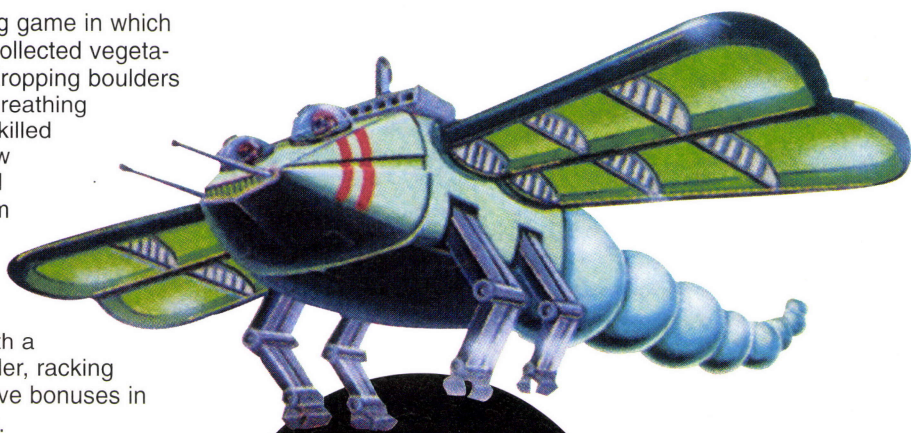
Included in Namco Classics 3 is Ms. Pac-Man, the hugely successful follow-up to that '80s pop-culture phenomenon, Pac-Man. Ms. Pac-Man, with its challenging mazes, moving bonus fruits and humorous intermissions, actually surpassed the original in terms of challenge and overall quality.

Classics 3 also features the landmark shooter, Galaxian. More than a color version of Taito's Space Invaders, Galaxian was the first shooter to feature attackers who peeled off from the swarm to attack in smaller, moving formations.

Dig Dug was a cartoon-

ish tunneling game in which the player collected vegetables while dropping boulders on his fire-breathing pursuers. Skilled players drew "ooooos" and "aaahs" from onlookers by killing as many as five enemies with a single boulder, racking up impressive bonuses in the process.

Namco Classics 3 also contains Pole Position II, featuring the original course as well as three scenic additions. The disk also

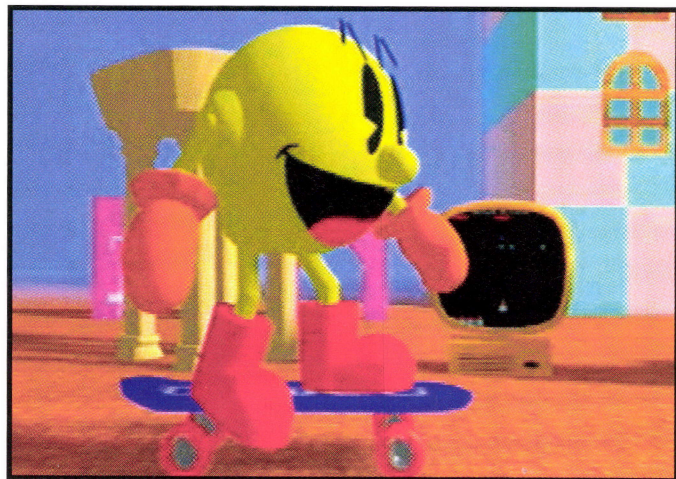


Galaxian players have only their reflexes, instead of massive power-ups, with which to defend themselves.



contains two slightly more obscure titles: Phozon, a colorful puzzle game in which players attempt to chain together subatomic particles, and The Castle of Dracula, a sword and sorcery maze game.

As in the two previous installments, Namco Classics 3 contains a virtual museum, where gamers can view original cabinet artwork, Japanese and American promotional materials and character animation slide shows. Players also can visit Namco Classics 3's virtual library to dig up additional information on all their old arcade favorites. ▲



ON THE MENU

- ▲ THEME Arcade
- ▲ # OF PLAYERS 1 or 2
- ▲ # OF LEVELS N/A
- ▲ AVAILABILITY 1st Qtr. '97
- ▲ DEVELOPER Namco

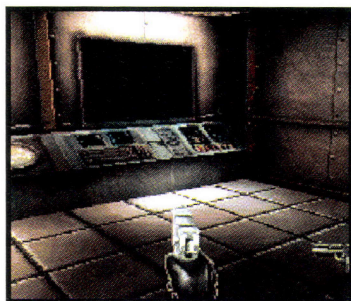


# BARB WIRE

Think twice before crossing this polygon babe

**F**irst she was a Dark Horse comic heroine. Then she starred in a major motion picture. Now Barb Wire is revving up her infamous black Triumph and is headed toward a PlayStation near you.

Like the recent Die Hard Trilogy game, Barb Wire will be a "triple treat" comprising three popular genres: fighting, driving and shooting. Each of Barb Wire's nine levels was based on the ultrapopular, nine-part comic series. Assuming the game's title role, players must attempt to clean up the crime-ridden streets of Steel



Polygon curves never looked so good thanks to Pamela Anderson's motion-captured movements.



Harbor. Gamers also have the option as playing as one of Steel Harbor's crime lords who will stop at nothing to destroy Barb.

The game uses a smooth 3-D polygon engine to immerse the player in the action. Additionally, Pamela Anderson participated in motion-capture and blue-screen sessions to make her on-screen counterpart really sizzle. Gameplay proceeds in a non-linear fashion, meaning players can undertake missions in any order.

In addition to the game's action sequences, Barb Wire contains many puzzle elements the player must solve to proceed to the next level. Gamers must help Barb

choose appropriate disguises and escape from deadly traps.

Fighting fans in particular will enjoy Barb Wire's multiplayer Death Match Mode, which pits Barb against eight of the game's toughest bosses. ▲

ON THE MENU		<b>THEME</b> Action
		<b># OF PLAYERS</b> 1
		<b># OF LEVELS</b> N/A
		<b>AVAILABILITY</b> 1st Qtr. '97
		<b>DEVELOPER</b> Cryo

Viewed from a perspective resembling Alone in the Dark's, Barb must search for evidence to nab Steel Harbor's crime bosses.





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# SPECIAL FEATURE

# TWISTED METAL 2

SingleTrac's game of automotive urban warfare returns for a souped-up sequel

by Gary Mollohan

**O**ne of last year's biggest holiday hits for the PlayStation was Twisted Metal. For all the new PlayStation owners out there, TM was an automotive urban warfare game that pitted the player against a motley assortment of contestants in a winner-takes-all contest staged on the streets of Los Angeles. Players loved the large, non-linear levels, the wide assortment of powerful weapons and the freakish cast of characters.

Not surprisingly, SingleTrac,

the game's developers, labored for the past year to produce a sequel, and it is packed with all the excitement of the original plus a whole lot more.

The story picks up at the conclusion of the last Twisted Metal tournament. The contest's enigmatic creator, Calypso, flies in a lavish air ship high over the city of Los Angeles, which has been utterly annihilated by his barbaric contest. The city is in such bad shape, Calypso laments the fact that he probably will have to cancel the next tournament, despite having assembled 14 contestants. Calypso's expression changes, however, when a dark thought occurs in his warped mind; the entire world will be the battlefield for his beloved contest! He then flies away in glee to make arrangements for the next Twisted Metal.

Twisted Metal 2—World Tour introduces four new characters and vehicles, each complete with its own devastating special moves. Mr. Slam drives a front loader that can use its scoop to crush his opponents and to fling them about like toys.



Use hard-hitting weaponry to take out a number of new enemies in arenas located all over the world.







**"Twisted Metal 2 is full of explosive action that will detonate your interest in the PlayStation."**

Twister drives an Indy car that has the ability to spin on its end, creating a tornado-like vortex that sends the other drivers flying. Shadow drives a spooky hearse that can send forth explosive demons. Most bizarre, however, is Axel, a pathetic soul who has been strapped between two huge tires, becoming, in effect, a human axle. His special weapon is an energy wave that emanates outward, launching anyone in its path into orbit.

The other major alteration in TM2 is the new locales, which blow away the original's in size, complexity and visual detail. The competition takes place in eight new levels, including Moscow, Paris, Hong Kong and New York City. Fighting is not limited to cities, however. TM2 battlefields also include an active volcano, a field in Holland and even a crumbling Antarctic glacier.

In addition to the new locales and vehicles, TM2 contains some new standard weapons all characters can collect and utilize. Twisted Metal now has some bowling ball-like bombs that can ricochet around corners for a nasty surprise.

Napalm can now be collected and used against opponents. Unlike TM's other weapons, which travel parallel to the ground, Napalm arcs overhead and showers down upon its

victim. This requires exact timing, because it may fly over an oncoming attacker, leaving him/her completely unscathed. Upon hitting the ground, however, it ignites a large patch of earth. The napalm will cling to anyone unfortunate enough to drive through it, doing continual damage to their car.

Another new weapon is the devastating time bomb, which can be used to attack opponents or, more innovatively, do structural damage throughout the levels. For instance, in Paris players can use a well-placed bomb to topple the Eiffel tower, which collapses onto a nearby rooftop. The competitors then drive across the tower like a bridge to reach the neighboring roof, loaded with power- and health-ups.

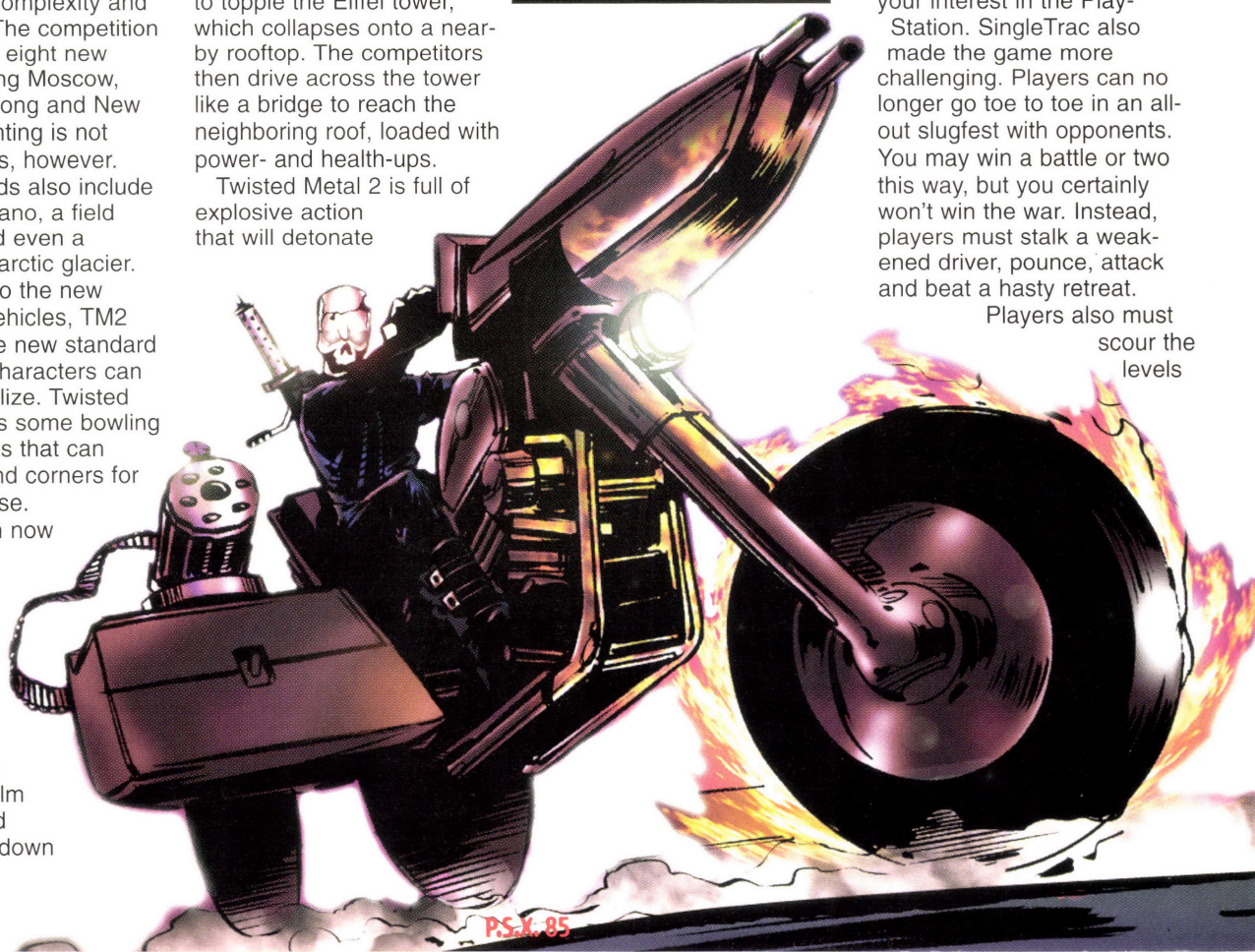
Twisted Metal 2 is full of explosive action that will detonate



**Your favorite characters from the first game are back, with a whole new supporting cast.**

your interest in the PlayStation. SingleTrac also made the game more challenging. Players can no longer go toe to toe in an all-out slugfest with opponents. You may win a battle or two this way, but you certainly won't win the war. Instead, players must stalk a weakened driver, pounce, attack and beat a hasty retreat.

Players also must scour the levels







searching for health-ups. In the first Twisted, the levels had numerous repair stations that were visible on radar, making them extremely easy to locate. In two, you must drive over red health icons, which do not appear on radar. They are fewer in number, but additional ones can be found by blasting suspicious-looking structures. On level one, set in the burning ruins of L.A., there is a bridge that extends from the level's large central plateau, across a highway to a fire-gutted building. Drive across the bridge and hit the building with machine-gun fire. The

Here are some additional strategies that can help during all of Twisted Metal 2's levels. As in the first TM, use moves in combinations. For example, use the freeze ray to demobilize your foe, then hit him with your special weapon. This does major damage while minimizing the chance of wasting your specials.

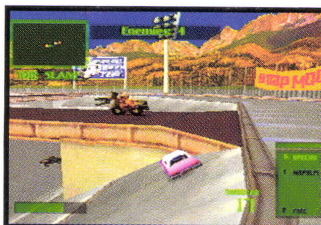
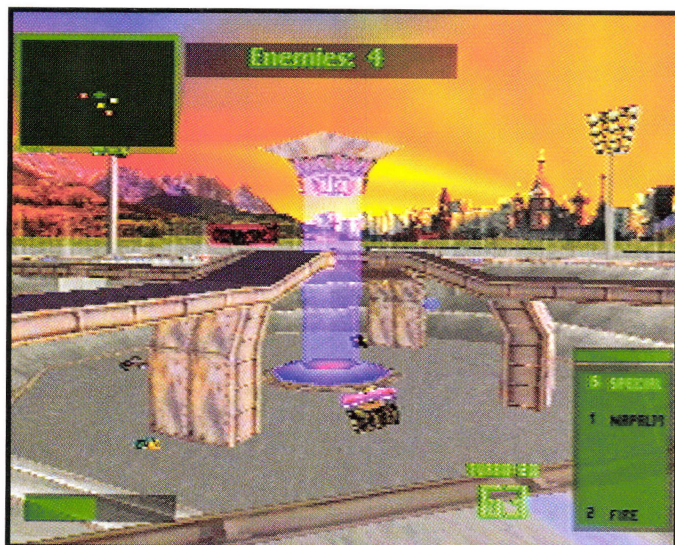
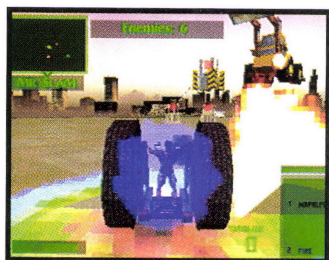
Time bombs, in addition to doing structural damage, also can be awesome offensive weapons. If you see two or three cars locked in combat, use your turbo to speed through the melee. As you fly by, drop a time bomb.

**"No fooling, this game is tough, even for the most experienced gamers."**

wall facing you will collapse, revealing a health-up that completely restores your car. What's even greater, the health-up regenerates after a while. There is a second way for vehicles with good jumping ability to reach the icon. The level's circular highway has two closely located tunnels. Both tunnels have ramps in front of them that can be utilized to jump on top. If you are travelling counter-clockwise around the highway, use your turbo to easily jump on top of the second tunnel. It will contain a teleporter that will send you to the health-up previously described.

Continue to turbo away, then detonate your little care package from hell. You won't see the carnage, but believe me, you'll hear your opponents' screams. You could spin out and watch your enemies before detonating the bomb, but this gives them the opportunity to escape. Better do it blind. It takes practice to avoid blowing yourself up, but it's a useful technique once mastered.

Another trick is to juggle your opponent with special weapons. Many of the new weapons, such as Axel's energy wave or Shadow's demon attack, are so powerful they catapult your opponents high in the air, momentarily disabling them when they finally return to Earth. Drive around avoiding battles for a while. This allows your specials to recharge (as in the first Twisted, specials are not collected, they automatically replenish themselves). Then find a particularly troublesome opponent. Heavily armored vehicles or opponents who dish out big punishment with their specials are good candidates. Then pop out of hiding and





# SPECIAL FEATURE

hit them with your special. Then hit 'em again the instant they touch the ground. This method can be used to repeatedly juggle your victim, inflicting huge damage.

Another important tip is always conserve a little turbo, which is represented by collectible flaming tire icons.

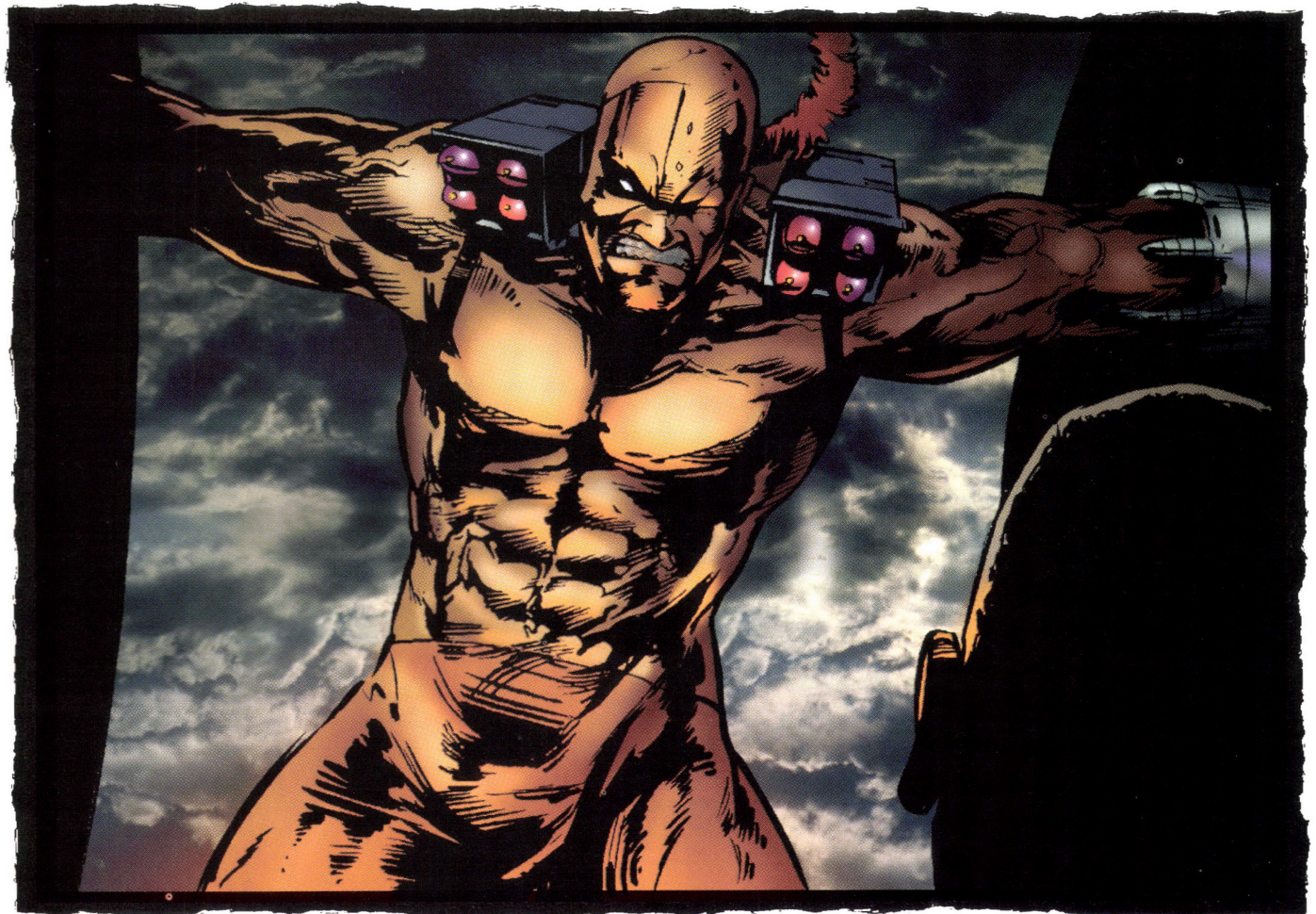
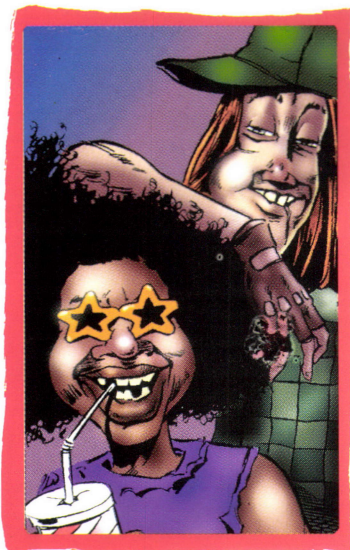
Napalm can be extinguished rapidly by using turbo, minimizing the damage it does to your car. This is the only way to extinguish napalm, so be sure to save some.

The last tip isn't so much a tip as it is a philosophy, and that philosophy is nice guys finish last. If you want to win at Twisted Metal 2 you can't be nice. Period. If you see a car being ganged up on, join in and don't let up.

Remember, even a severely weakened opponent potentially could limp away and hit you with his/her special as you come around a blind turn. Don't even think of letting him or her escape. Gang up and show no mercy.

No fooling, this game is tough, even for the most experienced players. Be patient. If you use the previously described tactics plus a few of your own, you could be the next champion of Twisted Metal. ●

Twisted Metal 2 has all-new weapons like the Napalm attack.



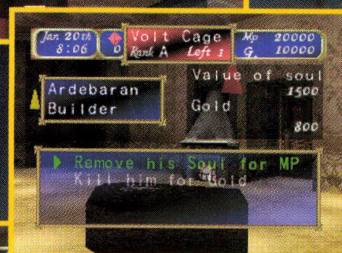


This October Tecmo® will offer you an Invitation to Darkness exclusively for the Sony PlayStation.

Should you accept Tecmo's invitation you should be warned!

You must decide who lives and who dies. As in life, Tecmo's Deception will hold you responsible for your actions. Everything you do, everyplace you go, everyone you meet has a reason. Are you seeking revenge, resurrection or redemption? It's your decision.

If you are strong enough and smart enough to accept the Invitation to Darkness you will play Tecmo's Deception.



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# TECMO®

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**R**accoon City is slowly returning to normal. Confident that their highly skilled S.T.A.R.Z. team has obliterated the lurking menace in the nearby mansion, the city's residents return to their daily lives. All is well for a month or two.

One morning, however, a member of the quiet city's populace notices a strange rash beginning to spread across her body. She passes it to her family and friends before it finally consumes her. This disease, however, does not end in death. Instead, it slowly transforms anyone it touches into a walking corpse, filled with an unceasing hunger for human flesh.

police station, surrounded by the undead corpses of the R.C.P.D. He barricades himself in a room in the station, hoping for some form of escape from this waking nightmare.

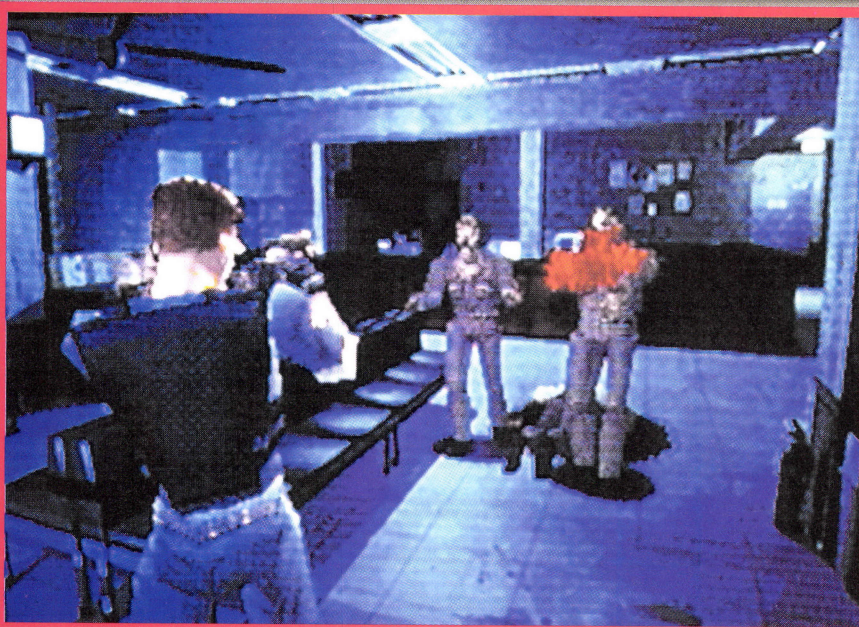
Enter Elza Walker, a tough 19-year-old motorcycle racer. Frightened by this terrible new menace, she races through town, looking for someone, anyone, who might have survived this evil plague. Figuring that the police station would probably be the safest place in town, she heads in that direction, hoping to make contact with another living human being.

So begins the story of Resident Evil 2, the sequel to one of the most successful games yet to be released on

nal plot, at least more than a fair share of surprises. Many gamers reported quickened pulses, honest-to-God scares, and yes, even the occasional nightmare.

This time around, the game will be set in various locales throughout Raccoon City. As spooky as the previous version was, the shift of setting to more realistic locations should make the sequel even more thrilling. Imagine fighting hordes of undead, not in some fantastic mansion, but instead in the streets and buildings of a city which may be very much like your hometown. Imagine the horror when the zombie coming after your blood is not some nameless corpse,

# RESIDENT



Before long, Raccoon City is transformed into a city of bloodthirsty zombies, eager to feast on any hapless traveller who passes through the town.

There is one man, however, who for some reason has not caught this horrible disease. His name is Leon Kennedy. A rookie member of the Raccoon City Police Department, Leon finds himself trapped in the

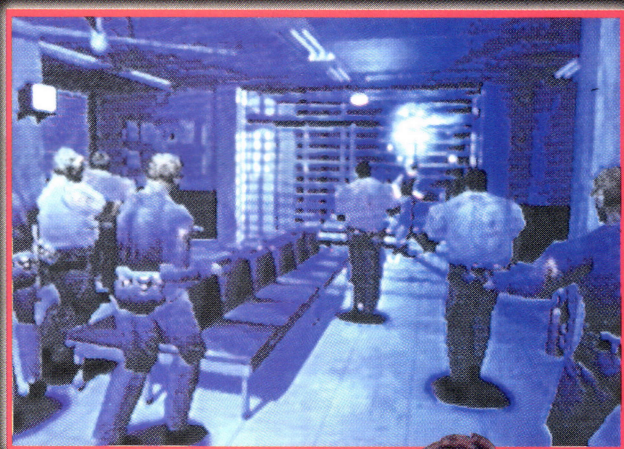
the PlayStation. Resident Evil is still regarded as one of the most frightening games ever created. Although the script was often weak, and the voice acting just plain laughable, the game itself contained an aura of menace and mystery which rivaled the most frightening horror films. Set in a spooky old mansion, this game drew unsuspecting players into a story which contained, if not the most origi-



but rather your neighbor...or your boss...or your mom. As evidenced by some of the greatest zombie movies of all time, what is truly frightening is not the unknown, but the perversion of what we see every day.

The first Resident Evil was still among the "first generation" of PlayStation games. Although it was undeniably a quality title, it was in a sense experimental. Very few developers of the first generation had a clear idea of the abilities of the platform. All this is changing now; the second generation games are truly pushing the PlayStation to its limits. This being the case, gamers can expect Resident Evil 2 to surpass the original in every sense. It is expected to be bigger, look better and play more smoothly. There should be a greater depth of plot, a greater number of items and weapons and more locations to explore. And yet, the



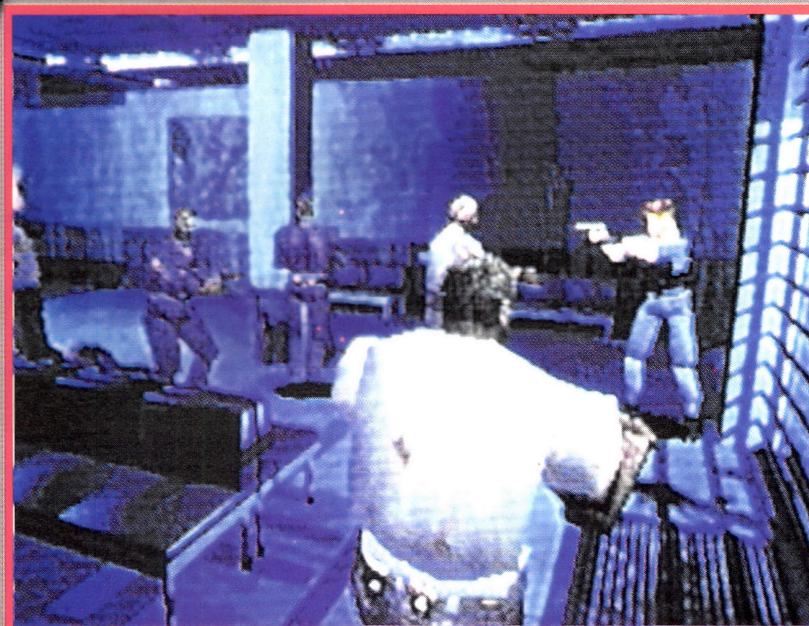


# EVIL 2

game is expected to retain the qualities that made the original so successful. The rendered backgrounds should be every bit as stunning as the first version, and the polygon characters are expected to be animated even more smoothly. Hopefully, the designers will address some of the issues that kept the original from perfection, most notably the horrible voice acting and sometimes troubling camera angles. Even if few improvements are

made to the actual game engine, this game should sell just as well as the original by the simple fact it is another Resident Evil game.

Although Resident Evil 2 is not due until March or April of 1997, gamers can expect a great deal more information before then on what should be another giant success. ●





# P.S.X. Holiday Buyer's Guide '98

by Chris Johnston



**S**ony's first year is over, and they survived. A feat in itself, when you consider that five years ago any company outside of Nintendo or Sega that entered the video game business wouldn't have stood a chance. With what will be a library of around 200 titles this holiday season, Sony will have the largest library of games in the industry.

What this means for the consumer is a huge influx of titles in the fourth quarter, which is the case every year at this time. This season, a host of sequels that were last year's hits are on the bandwagon, but more importantly, new and different software is being produced for the machine.

If you've had a PlayStation for a while, then you should be familiar with the kind of software that is coming up in the next few months. In case for some reason you haven't, this guide will give you the



information you need to be armed and ready when you go shopping for new titles. Let's say you're just jumping onto the PlayStation bandwagon—then this guide will give you an overview of the best titles out for the system in a variety of gaming genres.

What's that? You haven't bought a PlayStation yet? We forgive you...for now. Buying a system is no easy task, especially this year due to Nintendo's N64 and Sega's Saturn putting pressure on Sony's super-machine.

The most important thing when considering a system purchase is whether it offers games that you're interested in playing. The PlayStation has all genres covered, with great titles offered in nearly every category, and more on the way. Whether it's

adventure, action, RPGs or sports, you're sure to find at least one game that suits your taste.

Sports is one of the biggest strengths of the PlayStation, so if you're a big sports gaming fan, whatever sport you're into, there's a game that covers it on the PlayStation.

Price also plays an important role. But since at press time all three of the major systems are at the same price point (\$199.99 MSRP), price isn't as big of a factor as it might otherwise be. Rumors have been floating around that the PlayStation may be headed for yet another price drop, which would mean that the PS would be the lowest priced of the three. If Sony lowers their price, you can bet that at least one of the others will follow suit.

Of course, there's no way we could cover every game in every genre, so instead we picked six of the top games for each (or three in the case of shooters and puzzle games, because of the lesser amount of titles in these categories). You'll also find an overview of those little add-ons like memory cards, controllers and other peripherals no PlayStation gamer should be without. If you're going to immerse yourself in the latest RPGs or sports games, you'll need a memory card to save your games, right? And what fighting game fan would be complete without an arcade joystick on which to pull off Dragon Punches and Fireballs?

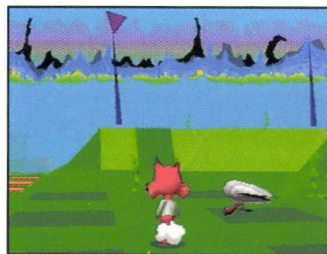
You'll see some familiar names in the following pages—many of these games have been covered or will be covered in this and future issues of *P.S.X.* Enjoy!



**Tekken 2 proved to be the best fighting game for the PS.**



# ADVENTURE



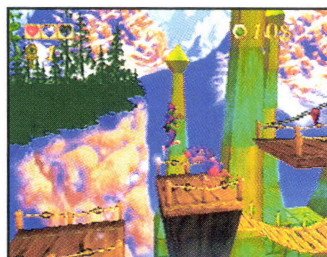
## Bubsy 3-D

Bubsy the Bobcat is back for the third installment of the Bubsy trilogy. It seems that our fine feline friend has escaped from the Woolies' clutches and is loose on their home planet.

The game is set up much like *Jumping Flash!* and its sequel. When you jump, the perspective changes to top-down. The graphics are a mixture of flat-shaded and textured polygons.

Cinema screens between each level are well done and rendered beautifully.

A little light on gameplay, this game will appease some fans of the side-scrolling gaming genre.

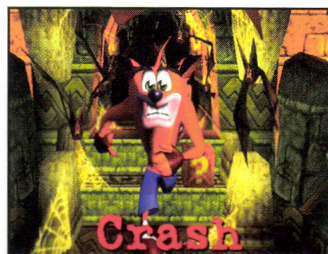


## Pandemonium

*Pandemonium* is a unique new platform game that borrows its concept from other popular side-scrolling platform games, but adds a twist of 3-D to the action.

Guide one of two characters through 18 levels of intense "2.5-D" platform action, with lots of enemies and obstacles to get in your way.

The difficulty of the game seems high at first, but after playing through the levels a few times, you become accustomed to the patterns that you'll need to master in order to move on to the next level of the game. A very promising title!



## Crash Bandicoot

If you have a PlayStation and haven't heard of *Crash Bandicoot*, then you need to get out more!

Crash puts you in control of a wily Australian bandicoot named Crash, to jump and stomp your way through huge levels of jungle action.

The game has been dubbed the PlayStation's Mario Killer by some, but the two cannot really be compared. Crash is more of the classic action style platform game that fans of the genre have grown up playing.

If a great adventure game is what you are looking for, look no further than *Crash!*



## Spot Goes to Hollywood

Spot has been featured in NES, Genesis and Super NES games before, and now Virgin is bringing 7-Up's mascot to the PlayStation with *Spot Goes to Hollywood*.

Trapped in a number of film genres and locales—haunted houses, pirate ships and the Old West to name a few—Spot must get out of the film projector that he seems to be stuck in.

Set in a three-fourth isometric perspective, the game sports cartoony graphics and a number of FMV cinemas between levels. Collecting Spot points will assure that you'll make it to the next level. Go Spot go!

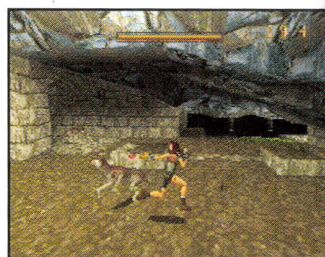


## Jumping Flash! 2

The original *Jumping Flash!* came out last year at the system's launch, and redefined 3-D adventure games. This time, Robbit is back to help his former enemy and jump his way through stage after stage.

Polygon graphics and huge Bosses and complex levels make this sequel even better than the first, with more power-ups than you can shake a stick at!

With awesome 3-D graphics that put other games to shame, *Jumping Flash!* has become a true classic of the adventure genre, and it's one game that no PlayStation owner should miss.



## Tomb Raider

Lara Croft is ready to take on the adventure of a lifetime. In *Tomb Raider*, her goal is to collect three pieces of an ancient Atlantean artifact by searching huge full 3-D dungeons.

With a play environment somewhat similar to Mario 64, *Tomb Raider* could sell on graphics alone. But Eidos didn't stop there, with awesome gameplay and huge levels to explore.

Armed with two handguns (and many other weapons as the game progresses), you'll have a blast blowing away your enemies and finding the artifacts in this awesome new PS game. Watch for it!

PSX  
BUYER'S GUIDE '98

## Control the System

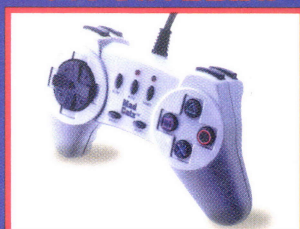
### ASCII SPECIALIZED CONTROL PAD



ASCII has made controllers for years, and this pad sports turbo, auto-fire and more comfortable grips. There's also easier to reach L and R buttons.

Price: \$29.95

### MAD CATZ ADVANCED CONTROLLER



Much like the Sony pad, this controller sports a larger directional pad, turbo, slo-mo and auto-fire. This is your standard controller, but with a few advanced features.

Price: \$24.95

### ALPS GAME PAD



Actually called the Alps Interactive Game Pad, this stylish controller has smooth grips for a more comfortable game-playing experience.

Price: N/A

ALSO TRY: Rayman, Gex, Mega Man 8, Johnny Bazoookatone



**PS PROGRAM PAD**



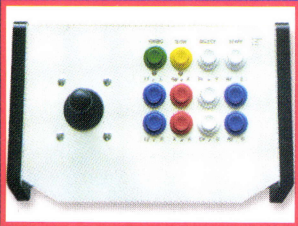
"The Clear Choice" is a programmable pad that can save up to 70 button combinations, and has a number of other features.  
**Price: \$30**

**STRIKE PAD**



Quickshot's pad features a Super NES-like directional pad, turbo and slo-mo features plus comfortable hand grips.  
**Price: N/A**

**EDGE STICK**



This arcade-style joystick simulates the arcade perfectly. It's a bit on the expensive side, but it's well worth it.  
**Price: \$129.99**

**SPECIALIZED JOYSTICK**



The ASCII Specialized Joystick is perfect for the arcade rat who likes a little bit of options. Turbo, slo-mo and more.  
**Price: \$54.95**

# FIGHTING



## King of Fighters '95

SNK's fighting games have become known as some of the best out there, but many never saw the light of day on home systems other than their own Neo•Geo.

All that has now changed, and Sony is bringing King of Fighters '95, Samurai Shodown III and Real Bout Fatal Fury to the PlayStation.

King of Fighters '95 includes fighters from the Fatal Fury series, Art of Fighting and introduces some new ones as well.

Pick your team and come out fighting. KOF has a variety of gameplay options to keep fighting fans busy for weeks on end.



## Street Fighter Alpha 2

Capcom's most popular fighting game proves that they still cannot count to 3...yet. Until that time, Street Fighter Alpha 2 introduces some new characters to the series, like Sakura, Rolento, Gen and more.

Gameplay is signature Capcom style, with new custom combos, alpha counters, super moves and all of the fighting action that gamers have come to expect from Capcom through the years.

It looks as if Capcom will have another hit on their hands with Street Fighter Alpha 2. If you're into the Street Fighter series, this game won't let you down!



## Darkstalkers

Darkstalkers is Capcom's second most popular fighting series next to Street Fighter II. The first game in the series is available only on the PlayStation system.

Ten warriors, each a different legendary monster, fight for the title of master of monsters. Morrigan, Demitri, Felicia and the rest of the characters are hand-drawn and beautifully animated.

The PlayStation version re-creates the feel of the coin-op classic perfectly, with all the moves, action, midair blocking and special attacks of the arcade. If you're a fan of Capcom's fighters, then Darkstalkers is for you.



## Tekken 2

The first Tekken sold very well for Namco, becoming one of the most popular games of '95 for the PS.

Now, the whole gang is back, but with some new faces. The game includes 10 regular characters, and by defeating the game with the regular characters, 13 Boss characters become playable.

More than just a sequel, the game adds Practice, Team Battle, Survival and Time Trial modes. Test out combos, refine your skills and come out fighting.

Namco's Tekken 2 will not disappoint fans of the series or newcomers to the world of 3-D fighting games.



## Mortal Kombat Trilogy

The Mortal Kombat series accounts for some of the most popular games of all time. MK Trilogy packs the characters, backgrounds and action of the three MKs into one.

The result is an entirely new Mortal Kombat game, and Williams has taken the time and effort to make it as good as it can be.

The PS version is nearly identical to the N64 one, and now includes the Aggressor meter. New features include two-on-two and eight-player tournament Kombat.

Based on the MK3 engine, the game packs a great punch that no fan of Mortal Kombat should go without.



## Tobal No. 1

Akira Toriyama (creator of Dragon Ball Z) lends his artistic skill to Square for the second time with the release of Tobal No. 1.

This fighting game doesn't mess with complex polygon graphics. Instead, Tobal uses simple, flat-shaded polygons that look great and load fast, running at a smooth 60 fps.

The RPG element of the game takes you through several dungeons fighting characters and gaining skills along the way. If the quest isn't for you, you can also play Tobal as a straight one- or two-player fighter. Don't let the simple graphics fool you, this is one great game!

**ALSO TRY:** Battle Arena Toshinden (both 1 & 2), Tekken, Soul Edge, Star Gladiator



# RACING

P.S.X.  
BUYER'S GUIDE '96

## HORI FIGHTING STICK SS



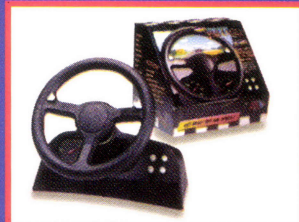
Turbo switches for each button, rapid fire and more accentuate this high-quality, sleek joystick from Hori.  
**Price: \$49.99**

## PSYCHOPAD K.O.



Works on the SNES, the Saturn and the PS and has all the regular features of the best arcade sticks on the market.  
**Price: \$59.96**

## PER4MER



This analog wheel self-centers, can rotate 50 degrees and has fire buttons on both the wheel and base.  
**Price: \$90 or less**

## MAD CATZ



Mad Catz's wheel has been around for a while, and includes pedals, a gearshift and superb analog control.  
**Price: N/A**



## Andretti Racing

Electronic Arts hasn't been as well known in the racing category as they have in other areas of sports gaming, but with Andretti Racing they burst back onto the scene.

Andretti Racing has a variety of tracks, cars and enough speed to keep any racing fan reeling.

Plus, Andretti has a link-up option for up to four players to race head-to-head. For two-player simultaneous play, the game switches to a split-screen viewpoint.

Racing fans are usually a picky bunch when it comes to control, but Andretti delivers with tight control that is even better with an analog pad.



## Burning Road

Playmates brings arcade racing home with Burning Road. Players can choose from four vehicles, a monster truck among them.

Three tracks await you: a countryside course, mountain track and a city street, each with different weather conditions that will affect play.

Additionally, the game can be viewed from five different angles, first-person, front seat and three third-person outside-the-car views.

The graphics of Burning Road will astound many with their crisp quality. Much like Sega's Daytona USA, Burning Road is set to redefine arcade racing at home.

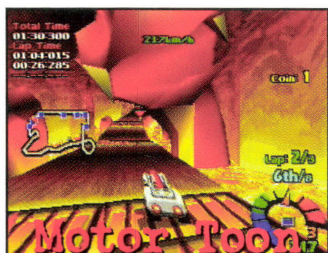


## Formula 1

Psygnosis has succeeded in bringing gamers to the future of racing with WipeOut, but they haven't tackled the traditional world of racing until now. The result is a game that has more adrenalin than previous games.

Race in 26 of the world's fastest cars, on 17 of the most famous tracks in racing. Choose from an Arcade Mode, a two-player head-to-head race or a Grand Prix Challenge and race all the tracks in succession.

Stunning graphics, great driving tunes and more make Formula 1 take the checkered flag of gaming this holiday season.



## Motor Toon Grand Prix

The first game was only released in Japan, but finally gamers get to taste what has become one of the best racing games on the PlayStation this winter courtesy of Sony.

Don't let the game's cartoony graphics dissuade you, this racing game has what it takes to capture the checkered flag. With a variety of gameplay options, and a Two-player Simultaneous Mode, this one is sure to please!

Two players can link their systems up via the PlayStation link cable, and using a special second disc, you only need one copy of the game to play head-to-head! Watch for it!



## Ridge Racer Revolution

Ridge Racer Revolution is the PlayStation-exclusive sequel to the already classic game that appeared when the system launched.

Among the new features are a rearview mirror, cleaner graphics, more tracks and new pumpin' techno tunes to burn rubber to.

The gameplay is much like the first game, and the control has been tightened for the outside-the-car view.

The game can also be linked to a friend's system for two-player, head-to-head racing action.

If you loved the first game, then this will be a must-buy for any racing game fanatic!



## WipeOut XL

The racing genre has sure had a lot of sequels lately. But WipeOut XL is different. The first game got praise for its smooth, 3-D rendered graphics and excellent soundtrack. WipeOut XL takes the original and powers it up to the extreme!

Everything about the game has been improved. The loading time has been cut, there are better weapons to choose from and there are more tracks to race on.

If it was possible to improve on the graphic style of the first, Psygnosis has done it. They've taken a fantastic game and made it even better.

ALSO TRY: WipeOut, Ridge Racer, Tokyo Highway Battle, Destruction Derby 2



## INTERACT'S GAME SHARK



Become the ultimate cheater with this handy little device from InterAct. It plugs into the back of the PlayStation, through which you can enter codes that modify your favorite games to give you extra lives, invincibility and more.

Price: \$59.95

## MEMORY CARD PLUS



If you have a big game library, then keeping all those saved games will be tough. Not with InterAct's Memory Card Plus. Holds eight times the saves that the Sony card does for just twice the price. Save your games without having to worry about space.

Price: \$29.95

## DISK DRIVE



Tired of shuffling through memory cards to find that special save point? InterAct's new disk drive allows gamers to pack loads of codes onto 3.5" floppy disks.

Price: \$99.95



## NHL FaceOff '97

When Sony first appeared on the scene, NHL FaceOff was one of the first sports titles out of the gate from their U.S. development team. The new version of FaceOff has been revamped and updated for this year.

New stats, new rinks and improved graphics enhance the overall feel of the game, plus new gameplay options add to what already was the best hockey game available on the PlayStation.

Sports gamers are a picky group, and can tell when quality has been sacrificed. It seems that with FaceOff '97, Sony will release yet another quality sports title for gamers.



## GameDay '97

Sony Interactive Studios has gone back to the drawing board and they have made a great game that much better. The player animations have been redone and the players are huge. Also added this year are one-handed catches, diving catches and a ton of new options including user records and complete stats tracking through one game or an entire NFL season. Also new this year is a passing meter that will allow you to overthrow the ball to a speedy receiver or under-throw the ball and have the running back or receiver come back to the ball. Avid football fans take notice.



## Madden NFL 97

For as long as Electronic Arts has been publishing video games on consoles, there has been a version of Madden football.

Last year, Madden was postponed due to EA's disappointment with the game's development. They have had a year to improve the game and they have. Competing head-to-head with Sony's own GameDay '97, many believe Madden is the superior game, but both games have their strengths and weaknesses.

If you're looking for all the teams, plays and action of the NFL, look no further than EA's Madden NFL 97.

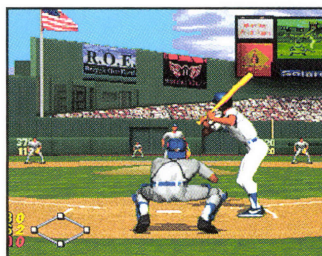


## NBA Live '97

Less than a year ago, Electronic Arts released NBA Live '96 on the PlayStation. The game came out fighting against Sony's own NBA Shoot Out, and in the opinion of many, lost. EA is looking to change all that this year.

The '97 update of Live improves on the AI and the engine quite a bit, and also improves the presentation of the game with fully polygonal players.

NBA Live '97 looks to be a vast improvement over their last effort, and EA is hopeful that it will beat Shoot Out for the spot of number one basketball in town this holiday season game.

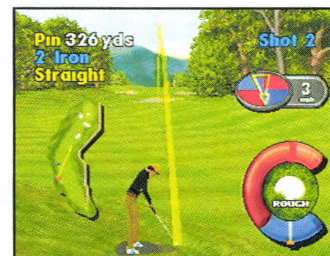


## MLB Pennant Race

Sony's line of sports games has covered just about every major sport, and just in time for the World Series, MLB Pennant Race has arrived for baseball fans.

A fantastic baseball simulation must have realism to succeed, and Sony has pulled out all the stops. All the teams, stadiums and players of the Major League appear in the game.

The gameplay is fantastic for their first baseball effort. Brings you back to the days of playing RBI Baseball on the NES. All in all, Pennant Race is a great baseball game that's sure to please any bleacher bum.



## VR Golf '97

VR Sports hasn't been making games as long as Electronic Arts, but their new offering in the golf category outswings EA's performance this year.

Eight different gameplay modes take gamers through every aspect of golf. Practice your putting, compete against a friend or take on the computer in a tournament to see who is king of the fairway.

Commentary by Pat O'Brien and 10 different camera views add to the overall feel of the game, putting you right in the driver's seat.

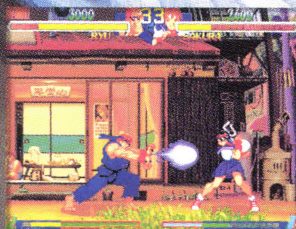
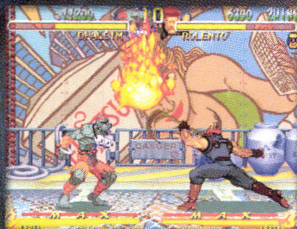
Gamers looking for a great golf simulation this year need look no further.

ALSO TRY: NFL GameDay '97, Jet Moto, NHL 97, NCAA GameBreaker, PGA Tour 97



# SUDDENLY, THINGS ARE GETTING PERSONAL.

Now, it's your reputation on the line. And time to leave your mark in this perfect translation of the #1 arcade phenomenon. On your side is the innovative custom combo system, now allowing you to link together your own series of brutal attacks. You'll need every possible advantage to take on a total of 18 fighters, the most ever in Street Fighter legend. Remember, hesitation is deadly. Because in the end, it's all about who's the last one left standing.



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## SONY MOUSE



Sony's Mouse can be used for games like King's Field, Lemmings 3-D, SimCity 2000 and other strategy games.  
**Price: \$59.95**

## RAC-CON ANALOG RACING CONTROLLER



The Rac-Con Analog Racing Controller is modeled after a remote-controlled car controller, complete with trigger and grips. For use with games like Ridge Racer and WipeOut XL, this controller offers analog handling, but is difficult to get used to.

**Price: N/A**

## IR JOYPAD SYSTEM



Wherever there are video game systems, there are infra-red controllers. The IR Joypad System allows you to play from a sofa or couch away from your TV without having to worry about an entanglement of cords.

**Price: \$59.95**

# ACTION



## Contra: Legacy of War

Konami's ultra-popular Contra series has spawned a number of sequels, including games on the Super Nintendo, Genesis, Game Boy and NES. Contra comes to 32-Bit via the PlayStation.

The game is set in a top-down three-fourth perspective, much like the game Loaded. You're pitted against some of the biggest and baddest mechanized enemies known to man armed with spread guns and flamethrowers.

The gameplay of the original is still there, but gamers new to the series may enjoy the changes in perspective and weapons.



## Perfect Weapon

American Softworks takes your basic fighting game and turns it into an action game of epic proportions. In a combination of Tekken and Resident Evil-esque gameplay, ASC has come up with a brand-new type of game that is unique in gameplay and graphics.

Blake Hunter (that's you) is on a mission to take on the aliens that have inhabited his world. The ex-Navy Seal isn't armed with guns or knives, instead he chooses to use the weapons that he has at hand—fists and feet.

If you're in the mood for a combination of fighting and action, this is for you.



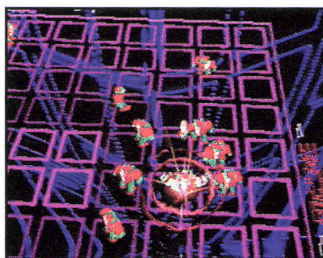
## Disruptor

First-person action games have become commonplace on today's 32-Bit systems. Disruptor attempts to take the genre to a new level.

Instead of a PC port, Disruptor is a PlayStation-exclusive game that features detailed graphics with minimal pop-up on 13 different levels and in 20 ambient game environments.

During the game, you will learn special psionic powers that will aid in your mission. You'll need to use brain power as well as brawn to complete the game.

Universal's first crack at an original action game comes out a winner!



## Robotron X

Williams has redone this classic game from the '80s for the PlayStation in style. For purists, the original game is available on the PlayStation too, on the Williams' Arcade's Greatest Hits disc.

The graphics have been improved to today's standards, with polygon characters and big enemies. The controller layout is much like Smash TV for the SNES.

Fans of the original who have upgraded to the PlayStation will enjoy the blast from the past. Hopefully more companies will start updating their library of classic games for release on 32-Bit systems.



## Epidemic

The sequel to last year's Kileak: The DNA Imperative, Epidemic uses much of the same style of gameplay, but much smoother than before.

The goal is to capture the antidote to a nasty virus that threatens the safety of the world. First-person shooting action pits you against a multitude of robotic enemies, all guarding what could be the ultimate cure.

Pick up an arsenal of new weapons, find yourself in the middle of huge levels, and get the cure to the virus! As the plot unfolds, rendered cinematics tell the game's story. If you enjoyed Kileak, you won't want to miss it!



## Twisted Metal 2

Dubbed the "World Tour," Twisted Metal 2 is the long-awaited sequel to Sony's original car-crunching two-player battle game.

Duke it out against the computer or a friend using a split-screen view. Choose from all-new vehicles, or new versions of ones from the old game. Any way you look at it, Twisted Metal 2 packs more firepower than the original!

The arenas take you around the world, with new obstacles, jumps and power-ups that are sure to blast your opponent off the road! Sony is sure to score another major hit with Twisted Metal 2 when it slams into stores!

**ALSO TRY:** Final Doom, Hexen, Duke Nukem 3D, Project Overkill, Resident Evil, Kileak



# Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

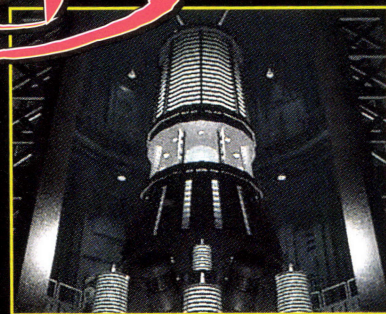
## Special Features

- Based on the ultra-popular, mega-hit, Megami Tensei series: first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful source known as "Persona"
- Fight your way to one of many endings

# Persona



Use your "Persona"



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Persona™ is the first chapter of the  
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ADULTS ONLY

**PlayStation**



## BUYING IMPORTS

**F**inding a place that sells imports these days is an easy task. Many of the mail-order companies that exist today usually carry import games in one form or another.

Getting them to work on a U.S. PlayStation, however, is a bit trickier. There are two main ways to get Japanese games to work on a U.S. PS:

1. A swap trick using the audio menu on first-run PlayStations, or a double swap on later models.

2. A modification chip—these will run you probably somewhere between \$50-80, and will modify your PlayStation to play both Japanese and U.S. discs without having to resort to swapping.

Many mail-order companies that sell imports will install a modification chip in your system for a price. For many, this is a better alternative than having to use disk-swapping methods.

Installing the modification chip will void your warranty, but fans of import games will tell you that it's well worth it.

Many Japanese games have English text and are, for the most part, easy to understand. Games like *Dragon Ball Z Legends*, *Tokimeki Memorial* (*TokiMemo*), *Gradius Deluxe Pack* and *Parodius* are available in Japan but may never see the light of day here.



**Tokimeki Memorial** is Konami's #1 PS game in Japan, but it's not out in the U.S.

# ROLE-PLAYING



## Beyond the Beyond

Follow Fynn and his pet dragon, Steiner, against the clutches of evil that have taken over the land of Canaan. Sony's first U.S. RPG was a long time coming, but fans will find that it has been well worth the wait.

The graphics in *Beyond the Beyond* are hand-drawn, with 3-D battlefields and stunning effects that show off what the machine can do.

The characteristics of the land change as you progress in the game, opening up new areas for exploration as you get closer to your goal.

Sony will hopefully bring more Japanese RPGs to the U.S. market in the future.

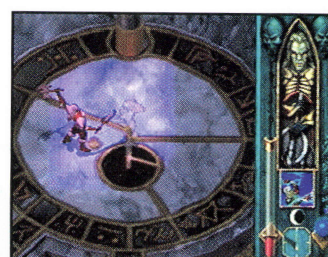


## King's Field II

At the end of the first *King's Field*, you probably thought that all was well in the kingdom of Verdite. Five years have passed since the first quest was completed, but evil has reared its head once again.

A forcefield has been placed over the kingdom's castle. As Prince Austin Lyle Forester, your job is to find the four "Threads of Power" necessary to remove the forcefield and return peace to the castle.

The first game was one of the first RPGs in the U.S. for the PlayStation, and the second one will not disappoint fans who liked the original.



## Legacy of Kain

After a short absence from the market, Crystal Dynamics has returned with a fantastic role-playing game called *Legacy of Kain* (check out the huge strategy guide in this issue of *P.S.X.*!)

The game features over 120 hours of gameplay with an amazing amount of voice and cinematics throughout. As one of the few RPGs developed outside of Japan, many gamers may want to check it out. It will be published by Activision.

With a huge quest and a deep, dark story, *Legacy of Kain* will keep die-hard role-playing fans on the edge of their seats.



## Revelations: Persona

Atlus' first entry into the U.S. PlayStation RPG market is *Revelations: Persona*. Mixing science fiction and interdimensional travel, the game plays like no other RPG before it.

A scientist has created a device that makes travel between dimensions possible. One catch is that by accident a girl has become trapped in her dreamworld.

Therefore, it's your job to travel between dimensions and attempt to free her from her imprisonment, or you'll have a big nightmare on your hands. Original story line and gameplay make *Revelations: Persona* one to watch.



## Suikoden

Konami hasn't released many of their Japanese games into the American market as of late. *Suikoden*, however, looks to change that. A popular RPG in Japan, *Suikoden* will be released here at the end of the year.

Combining gameplay elements from the most popular RPGs, *Suikoden* is set in a world where magic dominates.

If this game does well here for Konami, maybe then they can be persuaded to release some of the other fine Japanese games that would do well over here. Let's hope so; *Suikoden* is a great one.



## Tecmo's Deception

An RPG must have a good mix of strategy to be successful, and Tecmo's *Deception* fits the bill. Tecmo has created a story that is very dark, yet has an involving story line that will keep gamers hooked.

Your job is to oversee the castle, and trap travellers that enter it. After capturing them, you can choose whether to kill them for gold, sacrifice them for magic points or save them to build a monster that will lure in other travellers.

Tecmo has created an original game that has lots of new gameplay elements not seen in many games today. Are you ready for it?

ALSO TRY: *King's Field* • COMING SOON: *Arc The Lad*



They beat you senseless.

They kidnapped your partner.

They stole your spaceship.

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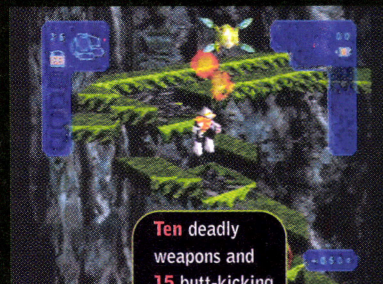
Game art shown is from the PlayStation™ Game Console

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Power-up, my friend.

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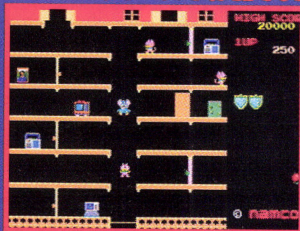


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# NITTY GRITTY NOSTALGIA

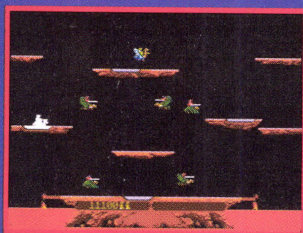
## NAMCO MUSEUM



If nostalgia is your game, then Namco's Museum series is for you. A total of five volumes will be out eventually, each including a variety of classic games. Volume 1 includes Pac-Man, Rally-X, Galaga and more. Volume 2 has Mappy, Super Pac-Man and others.

The real arcade code is used to duplicate these games on the PlayStation, each one in their original form just like the coin-op original!

## ARCADE'S GREATEST HITS



Williams follows Namco's lead by releasing an arcade classics disc with some of their more popular games from the '80s.

The '80s spawned some of the best coin-op games of all time, and some are collected here for the first time in their full arcade splendor.

The original Robotron, Joust and Defender are just three of the games that are included on the disc, which for nostalgia buffs will be a huge hit.

If you yearn for the old days, pick this up!

# SHOOTER



## Black Dawn

Virgin and Black Ops Entertainment have joined forces to produce a helicopter action game in the same vein as the old ChopLifter title.

In Black Dawn, your mission is to take out enemy choppers, and rescue hostages whenever possible. After completing each mission, you are briefed on the next. The graphics are stunning as are the explosions.

Two players can play head-to-head in a battle 'til only one copter is left in the sky. If you're a fan of military shooters, this game's for you!



## In the Hunt

T\*HQ and XING Entertainment bring the sleeper hit In the Hunt to the PlayStation with some added features.

The arcade game was originally made by Irem, who went out of business shortly after the game was released. XING saved it from obscurity and revamped some of the game's levels and music for the PlayStation.

Shooter fans will want to check out In the Hunt for a fantastic game with lots of shooting action. Not many shooters are released, so if you're a fan, look for it!



## Tempest X

Atari's best Jaguar game, programmed by Jeff Minter's Llamasoft, finally makes the jump to a system that people actually play.

Rather than just a straight port of the game, High Voltage Software and Interplay have revamped the original game and added a few new features, including a CD soundtrack, improved sound, improved graphics and a really cool trippy mode where the graphics "melt" through your TV.

It would be a crime not to check this game out—it's truly one of the best ever.

# PUZZLE



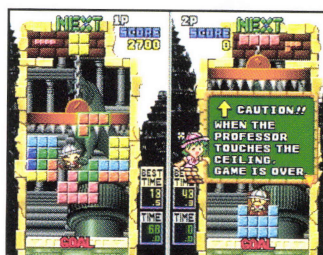
## Bust A Move 2

Line up similarly colored bubbles and blast them before they reach the bottom of the screen.

Sound simple? While Bust A Move 2 may have a simple concept, and graphics that could have been done on a 16-Bit system, don't let it fool you. The game is addictive.

Called Puzzle Bobble in Japan, the game has grown to a cult hit status, and is growing in popularity here in the U.S. as well.

Puzzle games haven't gotten as much press as other games, but Bust A Move 2 is still one of the best.



## Tetris Plus

The most addictive game in history is coming to the PlayStation from Jaleco. Gamers should prepare their thumbs for the newest installment of Tetris. They haven't made a whole lot of changes to this game. In fact, the original game is included in Tetris Plus. One minor change, enough to keep Tetris fanatics interested, is the Puzzle Mode. This features a little man running around all over the blocks at the bottom of the screen. Now, however, the blocks not only move upward, but the ceiling sports deadly spikes.



## Puzzle Fighter

Take the Street Fighter characters and a Columns-like concept and what do you get? Capcom's Super Puzzle Fighter II Turbo!

The game mixes super-deformed versions of your favorite Street Fighter Alpha and DarkStalkers characters and pits them head-to-head.

Line up stacks of jewels and get rid of them using special Super Gems. The bigger the stack, the more powerful the attack on your opponent (which is shown in the middle of the screen in regular fighting animation).

A terribly addicting game!



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# STRATEGY X-TRA

## BLOOD OMEN LEGACY OF KAIN™

**V**ae victis. "Suffering to the conquered." This had been Kain's battle cry since he first came into his inheritance. An arrogant, petty nobleman, Kain travelled the land of Nosgoth seeking gold and glory. He was a bitter, merciless conqueror—until one cold night, when an equally merciless Fate decided that it had other plans for him.

On a journey through the southern reaches of Nosgoth, Kain stopped for refreshment at a pub in the tiny village of Ziegstruhl. The bartender turned him away, however, and he was forced back out into the cold darkness. As he stepped through the doorway, he was suddenly surrounded by threatening shadows. An ambush!

Kain fought viciously, but the brigands overwhelmed him, and he fell. In his last moments, he had enough time to wonder why the attack had seemed so well-planned. And then it was over.

Except it wasn't over. When Kain regained consciousness, he was chained at the edge of a cliff, staring out into a fiery wasteland. It was hell, a fitting punishment for an unwholesome life. Kain was pondering an eternity of suffering when suddenly he was approached by a dark magician. The necromancer offered to resurrect Kain so that he could take his revenge on those who wronged him. Without a moment's thought, Kain accepted. The next thing he knew, he was once again walking the Earth...as a vampire.

### THE BLOOD IS THE LIFE

◀ With rapid button presses, Kain can drain the blood from up to four wavering enemies at one time. This is a safe way to replenish a great deal of health in a short time, since Kain wastes some blood if he is hit while feeding.



Like any vampire, Kain needs blood to survive. He will encounter enemies with four different kinds of blood: Most living creatures have red blood, which replenishes Kain's health. Certain magical creatures, like ghosts, give blue blood, which restores Kain's magic. Beware of enemies with black or green blood: The black blood hurts Kain, and green blood poisons him, draining his health until an Anti-Toxin is found.

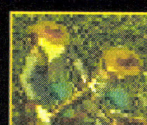
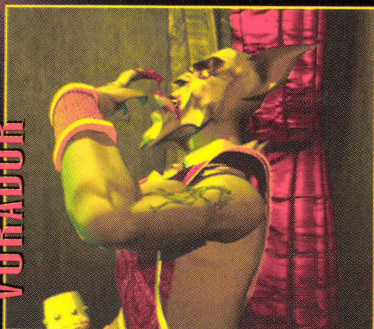


▲ Nosgoth boasts four different kinds of Blood Fountains. Each will improve Kain in some way.

### VAE VICTIS!

As he travels through the land of Nosgoth, Kain will encounter over 100 different kinds of enemies. These range from simple human fighters to fire-breathing hellhounds, with everything in between. The speed of the enemy and the range of its weapon will dictate Kain's attack tactics. The best strategy is to avoid hand-to-hand contact whenever possible. Instead, rely on missile weapons for the toughest attackers. Also, it is not necessary to kill every enemy. Avoidance is often the best defense.

VORADOR





**USING THIS GUIDE:** Legacy of Kain is an immense game, far too immense to be covered in detail in this limited space. This being the case, this guide is not intended as a walk-through. There are many secrets in this complex game, and finding them is part of the fun. To give them all away would do gamers a disservice. There are, however, many hints to be found within the text of this guide; so read carefully and thoughtfully. Also, remember that this is only Part One, covering roughly one half of the game. More will follow next month.

# BLOOD OMEN LEGACY OF KAIN



▲ **Blood Gout** gives Kain a boost, but does not always kill.



One of the benefits of being undead is the ability to cast a number of powerful spells. Of course, nothing is without its price, and the more powerful the spell, the more draining it is on Kain's magic supply. Nevertheless, magic will be most useful in his quest, and in many cases indispensable. Remember, though, that some spells only work on a certain type of enemy.



▲ **The Energy Bolt** is a powerful weapon and a useful tool, but it leaves no blood for Kain.



**Sanctuary**  
Returns Kain to his crypt, allowing him to feed and recover from his injuries.



**Stun**  
Puts humans in the waver state, allowing Kain to feed easily.



**Spirit Death**  
Similar to Energy Bolt, but with the ability to track an enemy.



**Light**  
This spell illuminates an entire map area for a short period of time.



**Incapacitate**  
Causes an enemy to stop in its tracks for a short period of time.



**Lightning**  
When outdoors, this spell summons lightning to decimate the enemy.



**Energy Bolt**  
A projectile spell which inflicts serious damage on Kain's enemies.



**Control Mind**  
This spell allows Kain to possess any human enemy until its body dies.



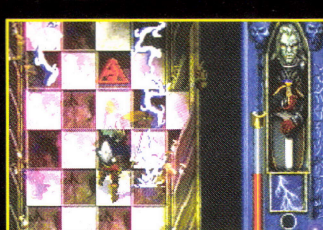
**Spirit Wrack**  
Allows Kain to control the spirit of any enemy, human or undead.



**Repel**  
Protects Kain from all forms of attack for a short period of time.



**Blood Gout**  
A projectile spell which instantly drains all the blood from an enemy.



**Blood Shower**  
Similar to Blood Gout, but applied over an area and multiple enemies.



**Inspire Hate**  
Causes enemies to ignore Kain and attack each other instead.

◀ **Kain's capacity for magic will grow as he collects pyramids of power. When not in use, his magic supply will steadily increase as well. For a quick magic boost, he can collect magic orbs or drink the blood of a magical creature.**

## INCANTATIONS

**STRATEGY TIP:** Take care when using Kain's magic, for it dwindles quickly. Choose spells with care, taking note of which enemies will be affected. When an obstacle seems impassable, remember to first take stock of Kain's resources. The simplest solutions are often overlooked.

Although limited in number, magical items are quite useful and will not drain Kain's magic. Be careful, however, with the powerful offensive items, since they do not leave Kain a body on which to feed.



**Heart of Darkness**  
Resurrects Kain and replenishes blood.



**Slow Time**  
Causes Kain's enemies to move more slowly.



**Flay**  
Tracks enemies, stripping the flesh from the living.



**Font of Putrescence**  
Dissolves enemies into a poisonous pool.



**Implode**  
Causes enemies' bodies to collapse, then explode.



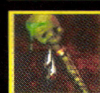
**Energy Bank**  
Fills Kain's magic meter for a period of time.



◀ **The Font of Putrescence and the Implode artifact can both be used to start chain reactions.**



**Pentalich of Tarot**  
A random mixture of five interesting deaths.



**Anti-Toxin**  
Cures Kain of the effects of poisonous green blood.

## FACT FILE

- THEME Adventure
- # OF PLAYERS 1
- # OF LEVELS N/A
- CHALLENGE Difficult
- PUBLISHER Crystal Dynamics

## ARTIFACTS





# STRATEGY X-TRA



**Blood Vial**  
Slightly increases Kain's capacity for blood.



**Blood Flask**  
Restores a portion of Kain's health.



**Pyramid of Power**  
Slightly increases Kain's capacity for magic.



**Purple Orb**  
Restores the smallest amount of magic.



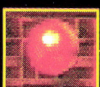
**Blue Orb**  
The next highest magic boost.



**Green Orb**  
Replenishes a substantial portion of magic.

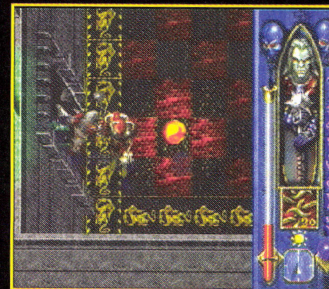


**Yellow Orb**  
Refills one half of the maximum magic meter.



**Red Orb**  
Completely restores Kain's magic.

Kain will collect a number of important power-ups as his quest progresses. Each of these will improve either his health or his magic. Since certain weapons will not allow Kain to restore his health and magic by feeding, these power-ups should prove most helpful.



▲ Since Kain tends to use a great deal of magic in conflict situations, picking up orbs is essential.

POWER-UPS

In order to right each of the Pillars and repair the damage done to the land of Nosgoth, Kain must bring the Pillars a Token from each of his enemies. Some tokens will simply indicate that Kain has completed one stage of his quest, while others may prove more useful...

1. Nupraptor's Head
2. Vorador's Ring
3. Malek's Helmet
4. Bane's Headdress
5. DeJoule's Cloak
6. Time-Streaming Device
7. Azimuth's Eye
8. Elzevir's Doll
9. Moebius's Hourglass
10. Anacrothe's Scales
11. Mortanius' Death Orb



## TOKENS



**Iron Sword**  
This weapon is quick and strong, but not the most powerful.



**Spiked Mace**  
Although this is the weakest, it stuns humans so Kain can feed.



**Axes**  
With one in each hand, Kain can spill a great deal of blood.



**Flame Sword**  
This sword incinerates enemies, leaving nothing but ashes.



**Soul Reaver**  
This two-handed sword destroys all with one hit, but drains magic.



▲ The highest axe power-up turns Kain into a spinning death machine, which can even the odds in a tight situation.

Each of Kain's weapons has a number of increasing levels of power which are reached by two, three or four rapid taps of the Attack button. Be warned that some weapons do not leave a hand free for Kain to cast spells and use artifacts.

FORMS



**BAT:** In this form, Kain can travel from one end of Nosgoth to the other in an instant. However, he can only travel to places that he has first visited in another form.



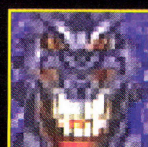
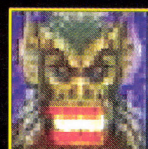
**WOLF:** This powerful form allows Kain to move quickly and jump over obstacles. It is also said that under certain circumstances, the wolf grows even more powerful...



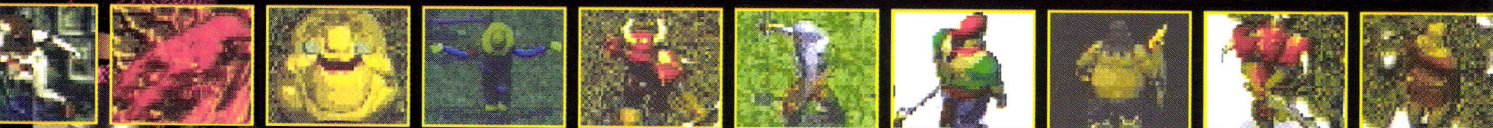
**DISGUISE:** At first, this form allows Kain to travel under the guise of a peasant. This can then be upgraded to "Beguile," which gives him the look of nobility.



**MIST:** In this form, Kain can pass through locked doors and cracks in walls. However, he must avoid "Mist Vortexes," which will suck him in until he shifts forms.



WEAPONS





**MAKING PROGRESS:** The red Save Points give Kain a chance to take a break from his quest. It is a good idea to use them often. The green Bat Beacons also mark his progress, since they allow him to travel in bat form to any area that he has already visited, and then return at will.



Each suit of armor offers Kain varying degrees of protection. The most practical armor is always the simplest, but each of the others has its own useful properties. It is a good idea to reconsider Kain's armor choice with every new situation.



**IRON:** This armor has no extraordinary properties, but offers the strongest protection against injury.



**BONE:** This armor is relatively weak, but it does cause Kain to resemble a walking skeleton...



**CHAOS:** This armor is also weak, but it causes attackers to take damage equal to the amount taken by Kain.



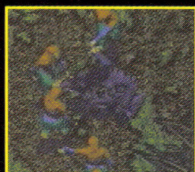
**FLESH:** This weakest armor will automatically drain the blood—of any color—from dying enemies.



**WRAITH:** In daylight, this armor is practically useless. At night, though, it offers the strongest protection.



## EMBRACING THE NIGHT



**Night:** At night, the vampire is in his element. Other nighttime elements can also affect his personality.



**Day:** Kain is weaker when the sun is up, whether he is indoors or out; but it is a good time to seek information.

**STRATEGY TIP:** Villagers tend to take to their beds when night falls. Unfortunately for them, this makes them easy prey for hungry vampires.



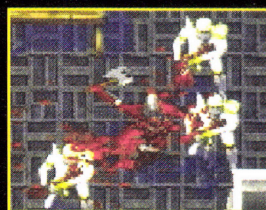
**Flesh Armor + Axes**  
If Kain is low on blood in a hostile area, this combination will take out enemies quickly and still fill Kain's blood meter.



**Chaos Armor + Soul Reaver**  
If mass destruction is Kain's only goal, there is no better combination. However, it leaves little time to feed.

## ARMOR & WEAPON COMBINATIONS

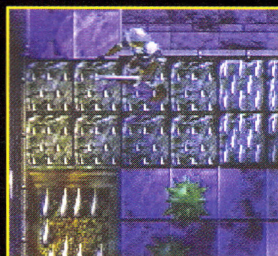
Certain weapons and suits of armor complement each other well in certain situations. Use these suggestions, or experiment with others to discover the most appropriate armament.



## ARMOR

## SPIKE PITS & TRAPS

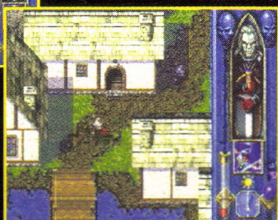
In certain indoor areas, Kain will encounter spike pits which he cannot walk across (fortunately, Kain has other methods of travel). There are also spike traps, which are triggered by switches.



**Timing is everything when crossing a timed spike trap, unless Kain can shift to Mist form. Even as Mist, however, he cannot cross large spike pits. Small pits are a different story.**



**Zoom out to check behind obstacles and get an area overview.**



The interface of Legacy of Kain allows for a number of useful views. In addition to the autopmap feature, there are two different viewing ranges. It is sometimes useful to zoom out to overcome obstacles.

ZOOM IN & OUT



# LEGEND OR REALITY?

Although most people consider vampires to be nothing more than creatures of legend, there are some who believe that they really do exist. In fact, some people claim to be vampires.

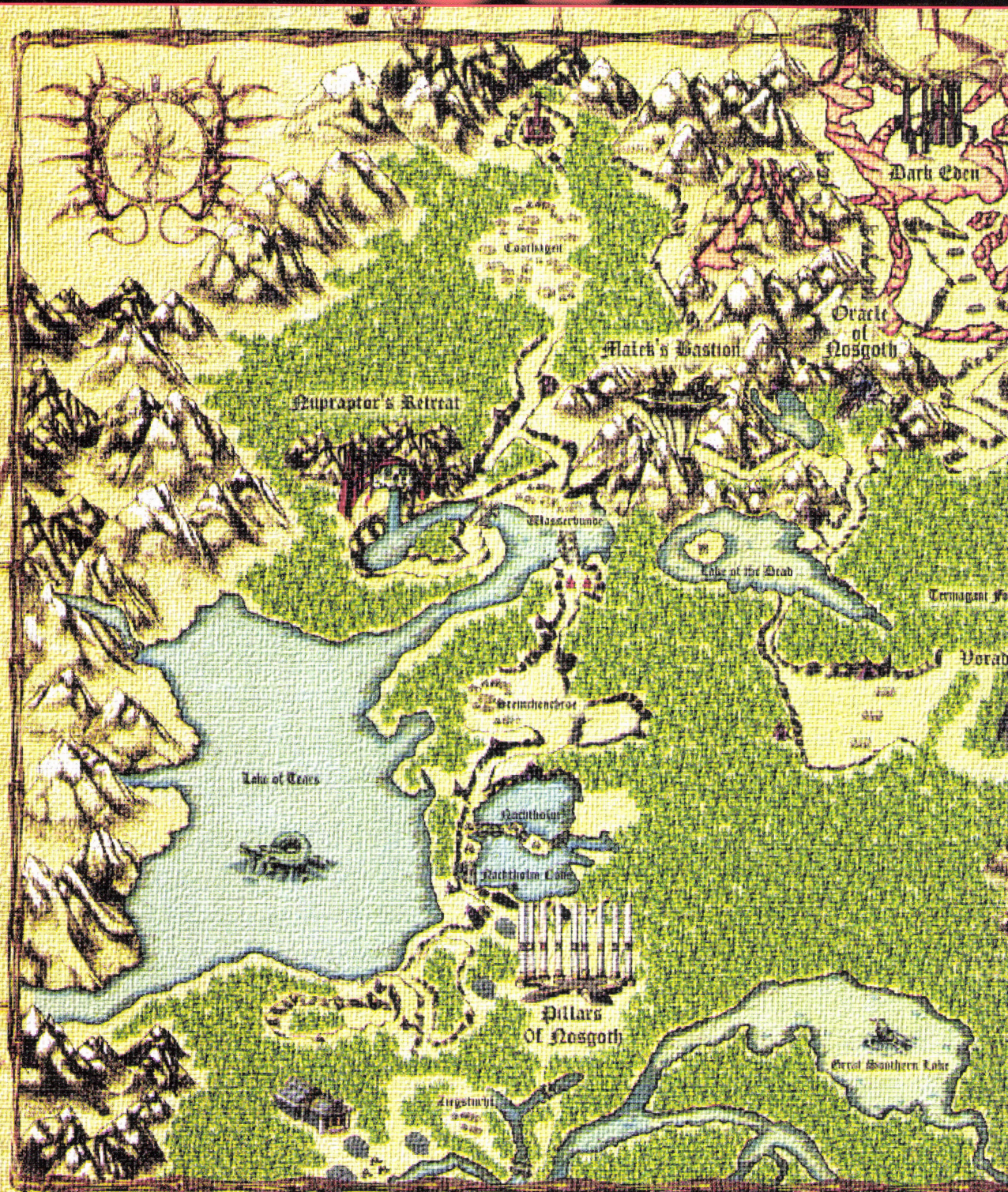
According to Stephen Kaplan, director of the Vampire Research Center in Elmhurst, N.Y., there are about 725 people worldwide who claim the title of vampire. He stresses that these people's thirst for blood is "not a psychological manifestation, but a physiological need."

Furthermore, there are many people throughout history who were thought to be vampires. One well-known case of apparent vampirism was the Hungarian countess Elizabeth Bathory, who was reported to have made a practice of drinking and bathing in the blood of virgins. By far the most famous vampire legend was that of a prince in the Province of Walachia (now part of Romania) by the name of Vlad IV. A ruthless tyrant, Vlad made a practice of impaling prisoners of war and enemies of the state on giant wooden stakes, which earned him the name of Vlad *Tepes*, or Vlad the Impaler. He was perhaps better known, however, as the Son of the Devil, or *Dracula*.





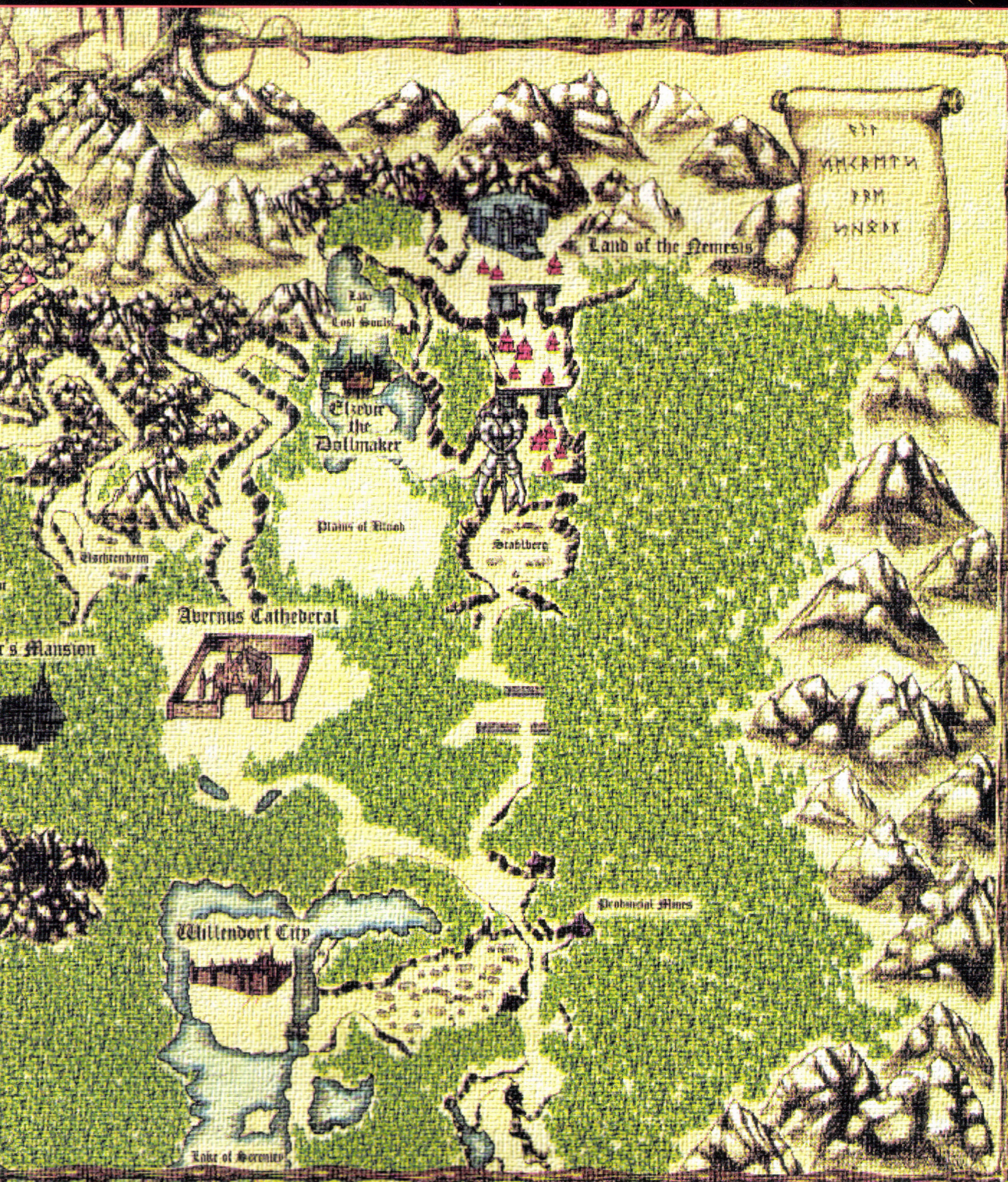
# STRATEGY X-TRA





**USING THIS MAP:** If Kain examines the World Map from his Status Screen, he will find that it is more than a simple location device. This particular map illustrates, not only Kain's present position in Nosgoth, but also the location of the next stop on his quest. In addition, when he transforms into bat form, Kain will view the same map, this time with the addition of triggered bat beacons and major landmarks which have been viewed in other forms. These bat beacons and landmarks are designated in red, while Kain's next goal is outlined in blue.

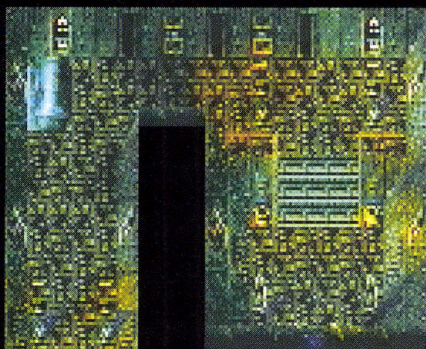
**BLOOD OMEN**  
**LEGACY**  
 OF  
**KAIN**





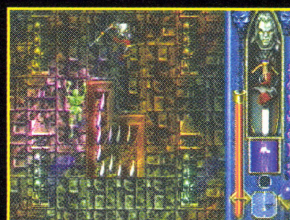
# STRATEGY X-TRA

## THE CRYPT

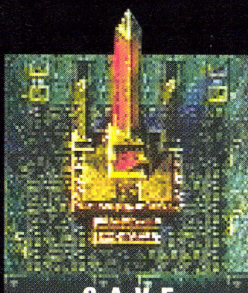
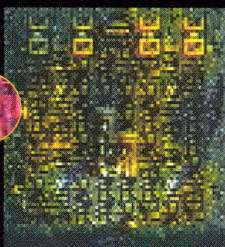


EXIT

Kain's crypt is his refuge, and one of the safest places on all of Nosgoth. This is a good area to get a feel for the mechanics of the game. Kain will encounter floor switches, wall switches and rocks which will need to be pushed out of the way if he is to continue. Although the crypt does have an enemy or two, there are also several power-ups and opportunities for Kain to feed. The placement of the Sanctuary spell makes the crypt the perfect hideout. Thus, it might be a good idea to conserve any "food" found in here. Although the dead do come back as blue-blooded spirits, Kain needs blood more than magic.



Although Kain's crypt does have its own share of perils, it is quite tame when compared to some of the later challenges he will find outside.



SAVE

## KAIN'S MURDERERS

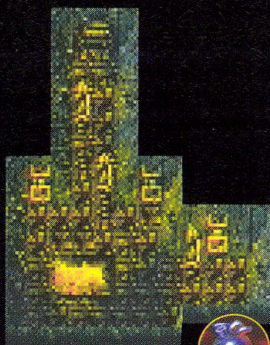
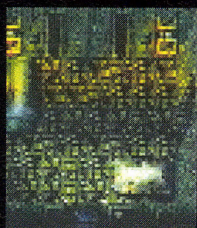
Has Kain reached the end of his quest so soon? It would appear so, since his only goal in returning to life was to take his revenge upon the brigands who murdered him. Being a vampire, and far more powerful than he was in life, this proves little problem. So now what? If Kain listens closely, he will hear the voice of Mortanius the Necromancer instructing him to seek the Pillars for an answer. Interesting that Mortanius has been paying such close attention...



Revenge is sweet, and turn-about is always fair play. Too bad it leaves Kain so unfulfilled.

### STRATEGY TIP:

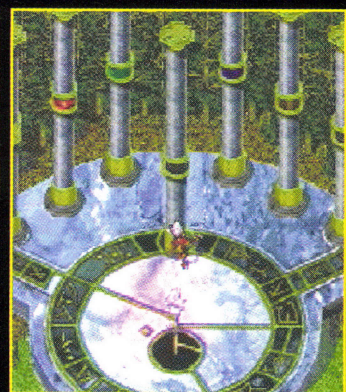
Kain can teleport back to his crypt at any time. Do NOT, however, do this inside a major dungeon; some doors lock permanently once Kain passes.



START

## THE PILLARS OF NOSGOTH

It is here at the Pillars that Kain meets the kind spirit Ariel and learns the true nature of his quest: to cure Nosgoth by repairing the Pillars. This will prove to be no small task, since the Pillars are directly linked to the Circle of Nine, the coven of magicians who were chosen to maintain order in Nosgoth...and instead chose to destroy it. If the balance is to be restored, Kain must defeat each of the magicians of the Circle, one by one.





**TERRAIN EFFECTS:** If Kain attempts to cross swamps, bodies of water or patches of lava in his corporeal forms, he will suffer heavy damage. However, in mist form he can travel across water and swamps without damage, although lava is still damaging to him.



# BLOOD OMEN LEGACY OF KAIN

## STEINCHENCROE

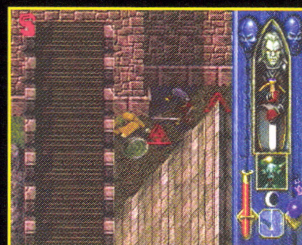
The first Circle member that Kain must face is the mentalist Nupraptor. To get to his retreat, however, Kain must travel through the towns of Nachtholm, Steinchencroe and Vasserbunde. Of these three, the walled city of Steinchencroe has the most to offer. Within the city itself Kain will find a talkative beggar who offers an important hint. Nearby, there is also a Blood Fountain, a Bat Beacon and a well-stocked cave with many artifacts and opportunities for Kain to feed.



1. Sealed cave
2. Road to Vasserbunde
3. Feeding cave
4. Path to Bat Beacon
5. Helpful beggar
6. Blood Fountain
7. Road from Nachtholm



BAT BEACON



▲ Listen carefully; words often have more than one meaning.



▲ This door is usually locked. Look to the heavens for the key.

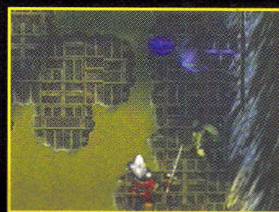
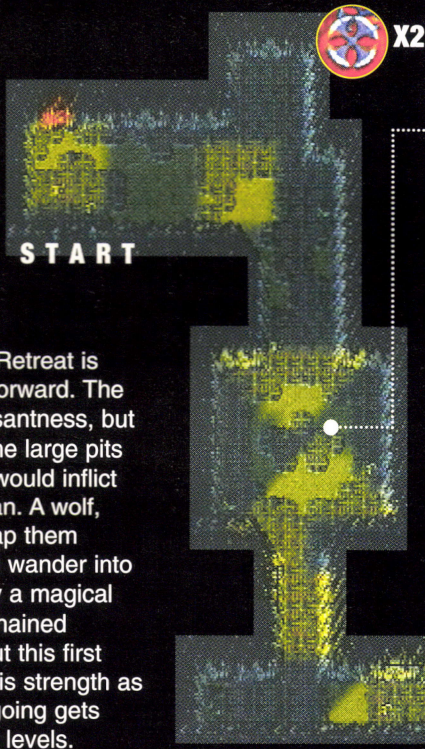
## NUPRAPTOR'S RETREAT



SAVE

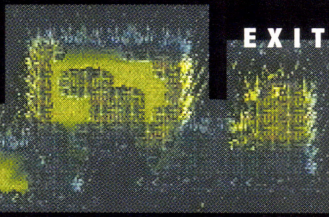
▲ Nupraptor's dungeon begins with a save point. Use it.

The first level of Nupraptor's Retreat is relatively simple and straightforward. The slime pits offer bits of unpleasantness, but most offer a simple detour. The large pits in the southernmost corridor would inflict serious damage on any human. A wolf, however, would be able to leap them easily. If Kain does happen to wander into a puddle of slime or get hit by a magical projectile, there are several chained prisoners scattered throughout this first level. Kain should conserve his strength as much as possible here. The going gets quite a bit tougher in the later levels.



▲ These mechanical obstacles are a matter of timing.

**STRATEGY TIP:** Although the slime pits can inflict heavy damage, the magic projectiles can prove just as deadly. Because of this, in some places in Nupraptor's dungeon, it will prove more sensible for Kain to plow right through the slime, rather than taking a costly detour.



EXIT



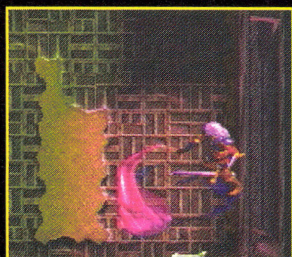


# STRATEGY X-TRA

EXIT

The second level of Nupraptor's Dungeon is even more harrowing than the first. There are even more slime pools, as well as a great deal of slime monsters. Kain does not need to worry too much about any powerful enemies here; the only real monsters are the slime beasts, and most of these inflict little damage. The projectiles can be formidable, but these can be avoided fairly easily.

**STRATEGY TIP:** Be careful when fighting close to chained-up prisoners. A poorly aimed swing can waste a blood donor.



▲ Use Kain's two- and three-stroke sword power-up to take out the green and red slime easily. Take out the slime spawners quickly, if possible.

**STRATEGY TIP:** Be patient. There are so many projectiles that it is easy to lose health quickly. Most projectile streams, however, can be passed easily just by observing the timing. Kain can pass most projectiles unharmed.



EXIT

START

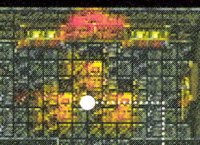
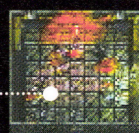
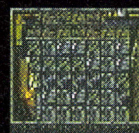
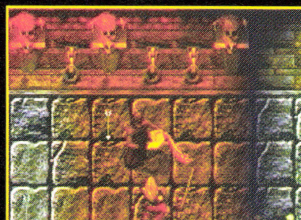
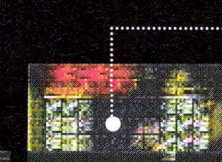
EXIT

START

EXIT

**STRATEGY TIP:** When fighting the Flaming Monks, position Kain below and slightly to the side of the enemy. If the position is right, the flames will pass harmlessly by Kain, while allowing him to reach the monk easily.

▲ These switch puzzles can prove frustrating. The best approach is to flip them all "on" and then try each one in the "off" position. There are only eight possible combinations.



In the upper levels of Nupraptor's Retreat, Kain encounters more formidable enemies. These include the Flaming Monks and the Piper, who summons zombies to attack Kain. Since the Pipers themselves do not actually attack, it is easier to avoid them than try to kill them and their minions.

START

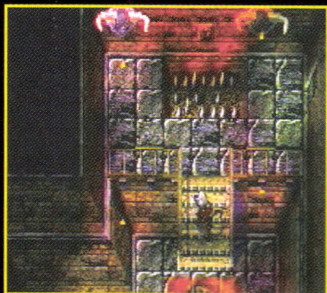
START



**THE PIPERS:** These fellows stroll along with an entourage of zombies in tow. Unfortunately, if Kain manages to take all the zombies out, the piper simply summons more. Kain will need to keep moving if he is to take out this quick and powerful enemy.



# BLOOD OMEN LEGACY OF KAIN



▲ It is not possible for Kain to physically reach this switch. Some sort of projectile would help...

Nupraptor's Brain Room is designed to wear intruders down. If Kain approaches each room with care, however, he should have little problem. Luckily, helpful health and magic power-ups abound here.



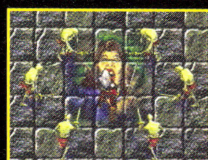
**1. VISION ROOM:** Only small segments of a lit path guide Kain here. At a dead end, he need only explore the edges of the lit area to discover the next path. A light spell here is nothing but a waste of time.



**3. LUST ROOM:** If Kain wants to collect the different items in this room, he must be prepared to pay a heavy price. Watch for narrow doorways that can trap him in a room with only one exit.



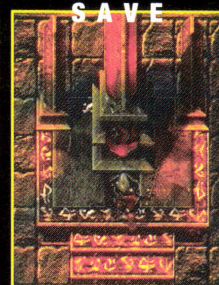
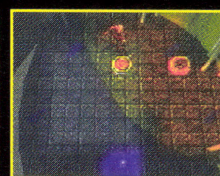
**2. FORCED MOVEMENT ROOM:** There are two approaches here: the safe and patient or the quick and risky. The surest path is the safest one; simply wait for the next square to open in front of Kain.



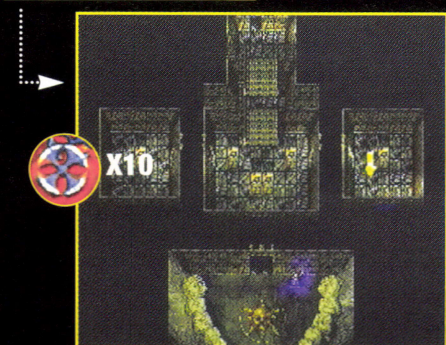
**4. FEAR ROOM:** The lights go out and suddenly Kain is surrounded by zombies. If he turns back—if he pauses even for an instant—the results could be tragic; but if he shows no fear, he will pass easily.



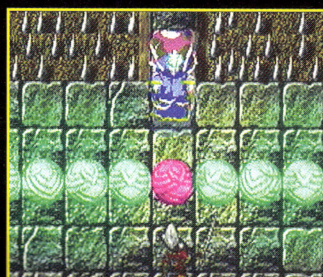
◀ As Kain completes each of the challenges in the Brain Room, one of the four torches in the center will light. When all are lit, the door opens.



Kain will meet Nupraptor soon after the Brain Room. Although he will face spike pits and energy balls, with patience Kain should find Nupraptor no great challenge.



▲ Kain and Malek are destined to meet again.



## NUPRAPTOR

**STRATEGY TIP:** The pink balls will disappear periodically, making it easy for Kain to dodge Nupraptor's attacks. Although more spike pits will open in the floor with each hit, the balls' pattern will stay the same.

## COORHAGEN

Once Kain returns Nupraptor's head to the Pillars, Ariel will send him in search of Malek. In order to reach him, Kain must first pass through Coorhagen, his hometown, which has been struck by the plague. He will need to be on the lookout for the hordes of undead roaming the streets. Fortunately, the Bone Armor is located here. There is also a powerful spell hidden inside one of the last underground areas. To reach it, Kain will need to flip a number of switches, then flip one of them back.



▲ Inside this church is the entrance to the dungeon where Kain will find the Bone Armor.



◀ This building in the first section of Coorhagen houses a save point, as well as the entrance to the dungeon where Kain will find the Repel spell. This is the only way to Coorhagen's second section.



# STRATEGY X-TRA

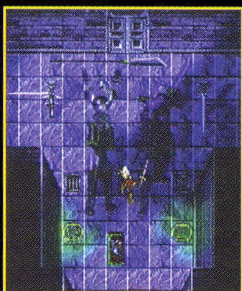
## MALEK'S BASTION

Once Kain passes through the twisted streets of Coorhagen, he will arrive at a Bat Beacon, and a vista point from which he can see Malek's Bastion perched high atop a column of rock. If he shifts to bat form, he will be able to fly to the paladin's fortress. This is a cold, challenging area, but there are a number of ways to make this less of an obstacle. Most importantly, Kain should save his game immediately upon entering. This place can be a bit frustrating.

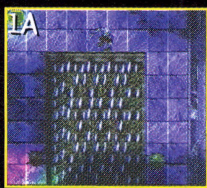
### SAVE



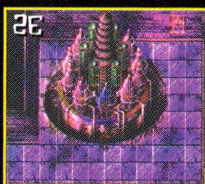
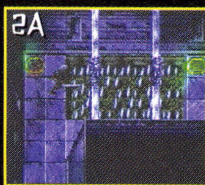
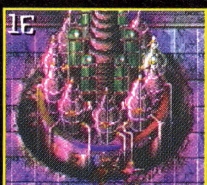
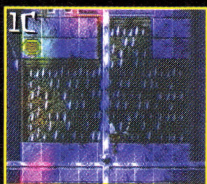
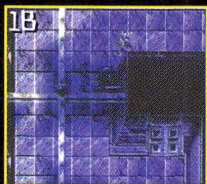
▲ There is a save point in the room to the left, past the spinning blade.



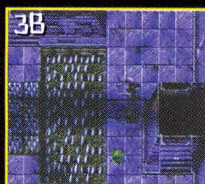
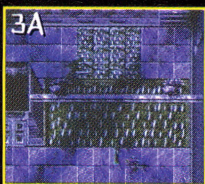
◀ Explore this room completely before doing anything drastic like using a teleporter. There is more than one way out of here.



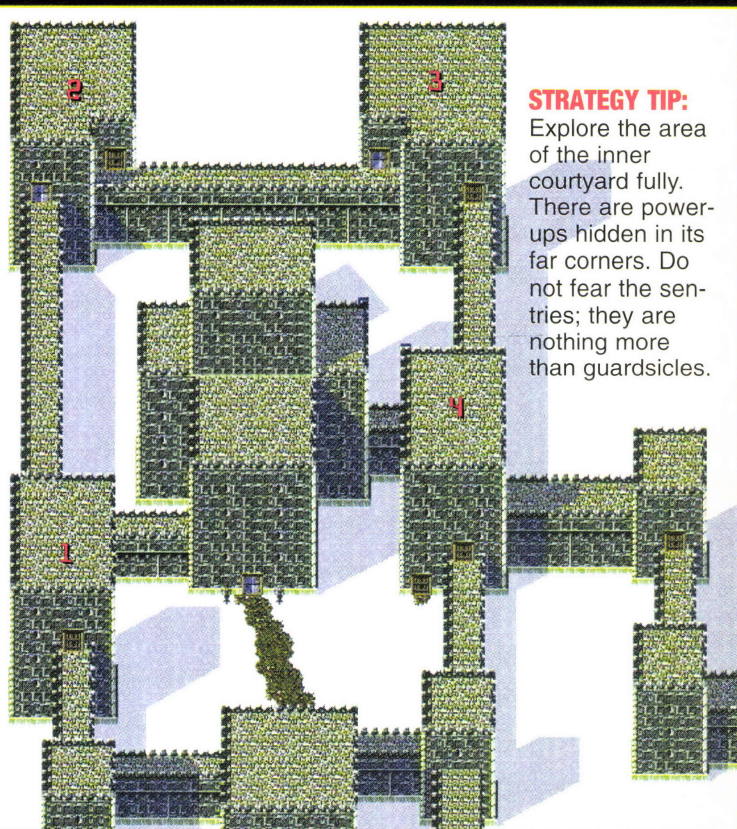
**STRATEGY TIP:** Timing is everything in Malek's Bastion. The blades and floating spike balls can hurt Kain badly, but if he times his approach correctly, he will pass through unharmed.



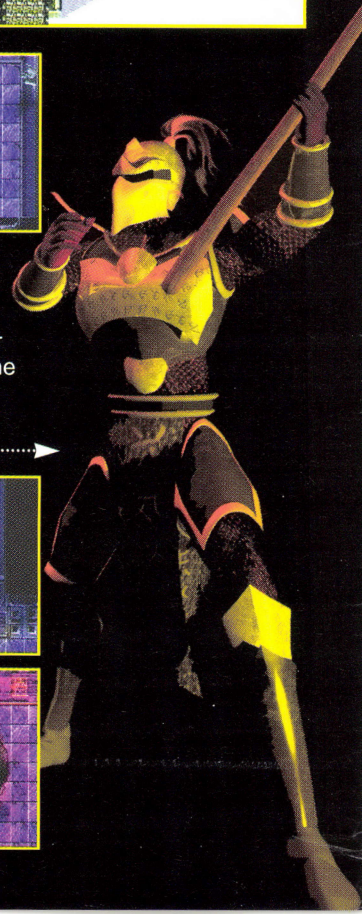
**STRATEGY TIP:** Malek's minions will become increasingly more difficult as Kain progresses through the Bastion. The best strategy in dealing with these magical creatures is to use the Flays—two will do it—or the Implore artifact. However, if Kain is low on magic, he may wish to use the mace to stun the minion and then feed on its blue blood.



**STRATEGY TIP:** By now, Kain may feel as though he is travelling in circles. Malek designed his fortress well to keep intruders from passing through its inner towers. It is certainly possible to pass through each area, deactivate the machine and continue on unharmed, but this is extraordinarily difficult. It almost seems as though there should be an easier way...



**STRATEGY TIP:** Explore the area of the inner courtyard fully. There are power-ups hidden in its far corners. Do not fear the sentries; they are nothing more than guardsicles.





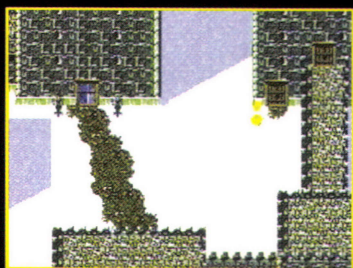
**TELEPORTERS:** Although most teleporters work both ways, keep an eye out for the one-way variety. A red background with a black rune means a two-way teleporter, while a black background with a red symbol is one-way. The gold transporters can work either way.



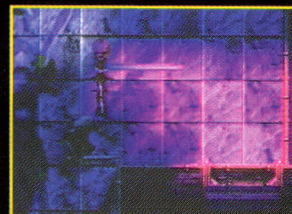
# BLOOD OMEN LEGACY OF KAIN

## SHORTCUT TO MALEK

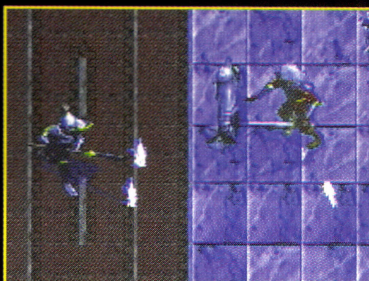
If Kain followed the directions in the last section, he may have discovered a floor switch in Malek's foyer. This switch triggers a door which leads to a significantly more direct route through the outer keep. Although this path contains more minions, it is much quicker. Rather than switching off each machine individually, Kain can disconnect Malek's main power generator and exit directly into the courtyard.



▲ The shortcut deposits Kain in the courtyard through the right-hand door.



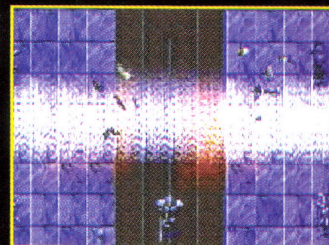
**STRATEGY TIP:** In order to take out the many minions in this area, Kain should ready his Flays. The best strategy is to launch two Flays and then keep moving while they find their target.



**STRATEGY TIP:** An act born of desperation has drastic consequences. There is no way for Kain to fight Malek's wave of destruction. He must escape through the teleporter in the back of the room.

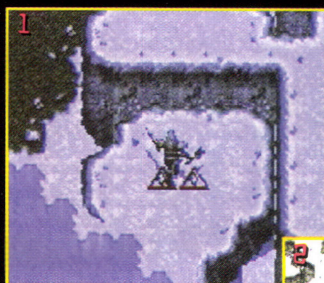
## MALEK

Malek is a trained fighter and a dangerous enemy. Still, he can be bluffed, even by a fledgling vampire. Try to spook him by attacking viciously.

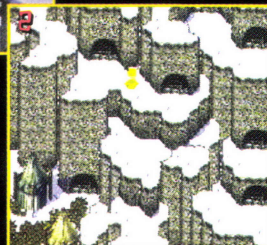


## PATH TO ORACLE

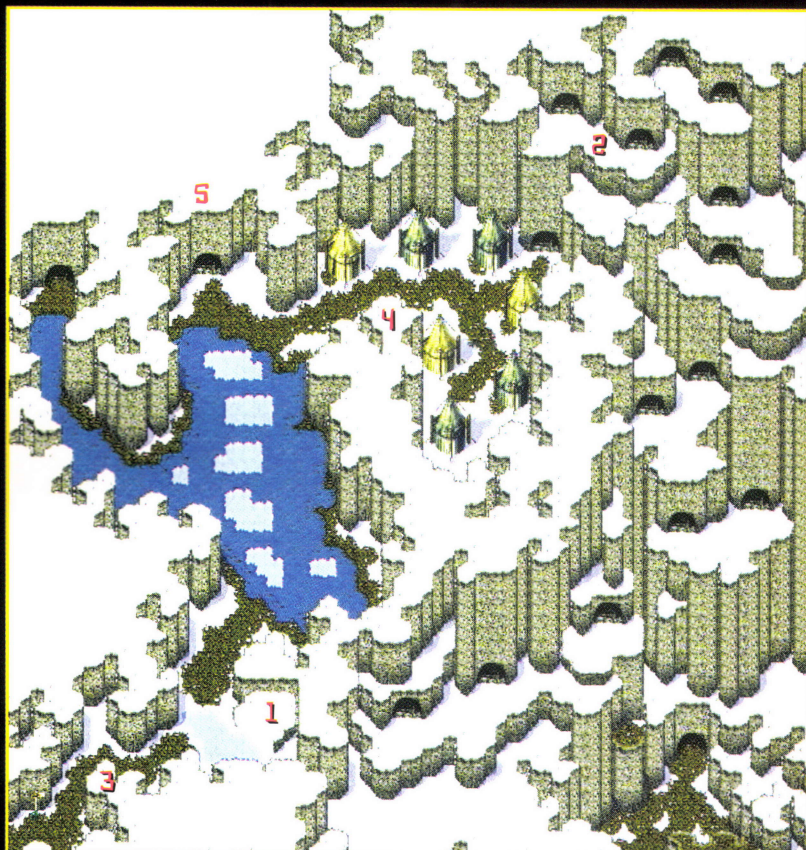
After escaping from Malek's Bastion, Kain will be teleported to the base of the Bastion's cliff. From here he can fly back to the Pillars, where Ariel will tell him to find the Oracle. If he returns to the Bat Beacon below the Bastion, he can travel by land to the area around the Oracle's Caves. Although the Bat Vista will enable him to fly to the beginning of the Caves, it might be a good idea to explore the Gypsy Camp and the surrounding caves in order to get his strength back up to normal. He will also be able to collect the Stun Spell in a cave to the north.



◀ From this vantage point, Kain can see the beginning of the Oracle's Caves. He can now fly as a bat up to a ledge which leads to a save point and the Oracle.



1. Bat Vista
2. Oracle Caves
3. Road from Bastion
4. Gypsy Camp
5. Stun Spell Cave





# STRATEGY X-TRA

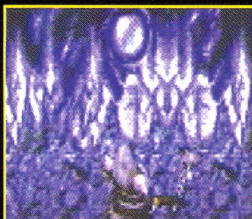


SAVE

After Kain is finished in the valley, he should fly to the ledge shown in the Bat Vista. The left-hand cave holds a save point, but it is the right-hand cave that will lead to the Oracle. Inside these caves, the Mace will be an absolute necessity. Since there are no undead in this area, it would also be a good idea for Kain to don his Iron Armor if he has not already done so. These caves are rich in power-ups and items, but it is best to be safe.

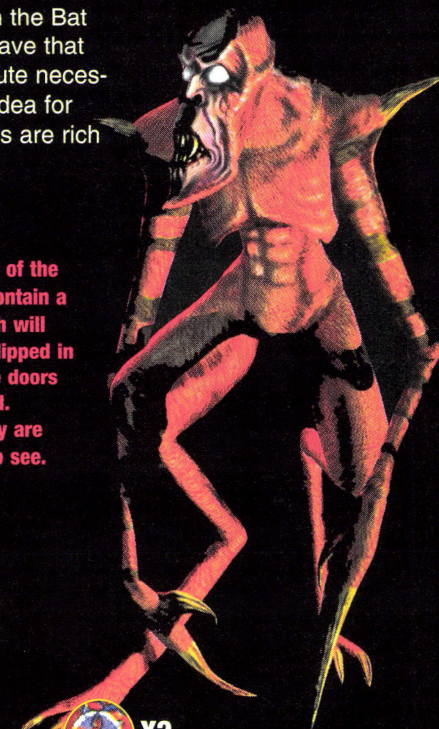
EXIT

## SWITCHES



Each one of the caves will contain a switch which will need to be flipped in order for the doors to be opened. Beware: They are often hard to see.

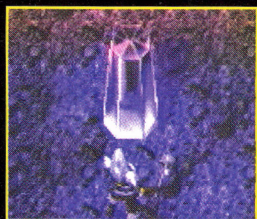
**STRATEGY TIP:** These caves contain many rock formations which contain items and power-ups. These often block Kain's path. Use the Mace to destroy them and collect their contents. There are many, as this map shows; it is worth Kain's while to explore them all.



X2

**STRATEGY TIP:** The paths through the caves are often confusing. After activating a switch, engage the over-head map and look for arrows pointing out the right path.

EXIT



Although destroying the rock formations may take some time, their contents make the action well worth the effort.



START

**STRATEGY TIP:** Most of the enemies in the Caves cannot be killed easily by using the Mace. Keep a supply of items handy, or ready the Energy Bolt Spell, to keep them at bay.

START

P.S.X. 116

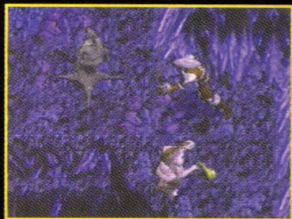


**PUSHING OBJECTS:** As Kain visits the different Blood Fountains, he will grow stronger. This increased strength will allow him to push around objects of increasing size. There are certain areas early in the game that Kain might want to return to once his strength has improved.



# BLOOD OMEN LEGACY OF KAIN

The switches to open the doors are located in the most obscure places. In addition, they can be difficult to see. Kain should be prepared to fight his way through the entire cave to reach the switch, and then spend a moment or two trying to actually locate it. (It will often resemble a light source on the wall.) Once the switch is activated, more than one door may often open. Pay attention to the overhead map for an indication of the correct path. Do not be concerned if it appears that Kain is going in circles. It will be necessary to visit certain areas more than once to reach the final exit.



◀ The sloths are fast, very strong and difficult to beat. Two or three Flays should take them out, but the best strategy is to avoid encounters with them whenever possible.



EXIT

X2

X2

X2

EXIT

**STRATEGY TIP:** If Kain's health gets very low, he can use a Heart to replenish his blood supply before he expires.

**STRATEGY TIP:** Keep an eye on Kain's blood meter; there are many blood flasks scattered throughout the caves, and if Kain picks them up while his blood meter is full, they will be wasted.

## THE ORACLE OF NOSGOTH

Once Kain passes through the many levels of the Caves, he will finally arrive at the Oracle himself. Here, the Oracle will offer advice on how to defeat Malek, as well as giving Kain a taste of things to come.



◀ Kain alone was not able to defeat the paladin Malek. The Oracle offers Kain some hints as to how that might be accomplished, as well as an idea of events to come once Malek has finally been eliminated. Kain and the Oracle are destined to meet again.

START

X2

X2





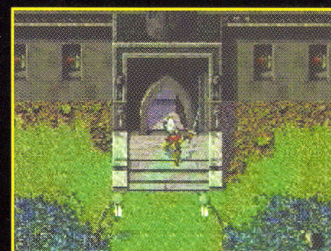
# STRATEGY X-TRA

## VORADOR'S MANSION

When Kain talks to the Oracle, he learns that Malek was once defeated by an ancient vampire named Vorador. With this in mind, Kain sets out to find this Vorador and enlist his help. Not far from the Oracle Cave, there is a Bat Vista which can deliver him to Vorador's doorstep.

Many of the floors in Vorador's Mansion contain spike areas which cause heavy damage to Kain's human and wolf forms. However, if he explored around the last Bat Beacon, he should have no problem.

### ENTRANCE



Before heading inside, Kain might want to look around the swamp for the Flame Sword. This might prove difficult, however, unless he explored the area around the Bat Vista thoroughly.

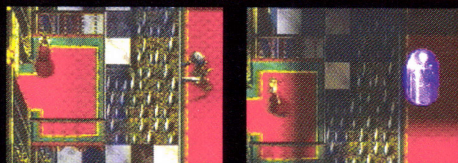
These zombies will regenerate unless Kain incinerates them. Some source of flame would help...

**STRATEGY TIP:** Vorador's Mansion is riddled with secret areas. The best way to find them all is to check through areas which Kain has already passed through each time he opens a new door. Many switches will open more than one passageway. To open some doorways, Kain must be able to control the mind of another.

**STRATEGY TIP:** There is no trick to beating the enemies in Vorador's Mansion. There are a lot of them, and most of them are very strong. It appears that Vorador is not too fond of visitors. The best way to overcome the hordes of enemies is to pick fights carefully; do not put Kain into a situation from which there is no way out.



**MIND CONTROL:** The Mind Control is a powerful and useful spell. There will be certain points in the game where Kain will have to possess another body in order to activate a switch that he himself cannot reach. Remember this when it seems that a door cannot be opened.



# BLOOD OMEN LEGACY OF KAIN

**STRATEGY TIP:** Although Vorador's Mansion does not contain a terribly high number of power-ups, there will be a number of areas with chained-up prisoners from which Kain can feed. Nevertheless, expect to use a number of Hearts here.

START

EXIT

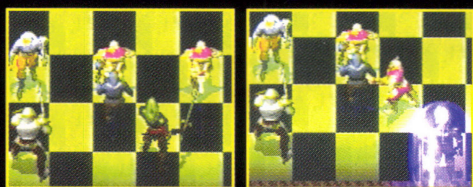
BLOOD SHOWER

◀ This spell can be very useful when Kain is low on blood. Beware that Kain does not include a being with green or black blood within its range.

**STRATEGY TIP:** If Kain is low on artifacts, there is a large secret area elsewhere in the game which will offer a huge number of each of them. To find it, head out to sea.

SECRET

As the final challenge in the Mansion, Kain will enter an area which strongly resembles a chessboard. In this room, he will find a number of enemies positioned very precisely around the floor. Interesting how they appear as motionless as chess pieces; yet it is true that the Immortal Game is a fitting contest for two immortals.



◀ It seems obvious that Kain must make a careful move in order to pass this room. A book of chess history might keep this game from ending in a bloody stalemate.

**STRATEGY TIP:**

If Kain fails to solve Vorador's puzzle, he will be attacked by every enemy in the room. All is not lost, however; if he defeats them, he may still continue on to Vorador's parlor.



VORADOR'S RING

◀ If Vorador deems Kain worthy, he will offer him his ring. Kain can now use the ring to summon Vorador. This should not be used lightly; save it for an emergency.

◀ If Kain passes the many trials in Vorador's Mansion, he will be awarded an audience with the Eldest Vampire himself.



End of Part 1. Stay tuned for Part 2 next month!



# TICKS

## SIMCITY 2000

### Instant \$1 Million

Either choose to load a city or start a new one. In the game, go to the City Info icon then access the Budget icon (dollar sign). On the Budget Screen, press and hold R1. Press X, Circle, Triangle, Square then release R1. Next, press and hold L1. Press X, Circle, Triangle, Square then release L1. Press and hold R2. Press X, Circle, Triangle, Square then release R2. Press and hold L2. Press X, Square, Triangle, Circle then release L2. As soon as you do this, you'll hear a cheer! Check your finances and you'll have \$1 million!

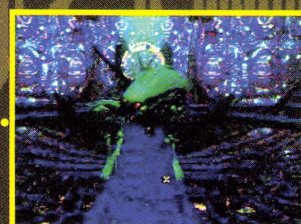
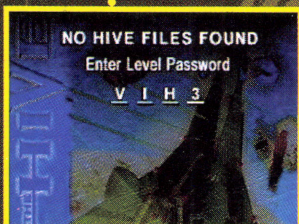


## THE HIVE

### Scene Passwords

Here are the passwords for The Hive. At the Main Menu, choose the Load Option. When the game tells you that it can't find any files, the Password Option will appear. Enter any one of the codes for the scenes as shown below:

Scene 02: IV73	Scene 13: KLS3
Scene 03: AMQ3	Scene 14: 2XS3
Scene 04: NGH3	Scene 15: 81H3
Scene 05: ZN03	Scene 16: 8HU3
Scene 06: WVQ3	Scene 17: J5V3
Scene 07: HC13	Scene 18: VIH3
Scene 08: 1EZ3	
Scene 09: UVM3	
Scene 10: TZ93	
Scene 11: U6Q3	
Scene 12: 2QJ3	





# DESCENT

## Cloak and Full Shields

Try these codes to give you an advantage over your enemies. Enter them in the middle of any game (don't pause or they will not work):

**Cloaking Device:** Triangle, Square, X, Circle, Square, X, Circle, Triangle, X, Square, X, Triangle.

**Full Shields:** Triangle, Triangle, X, Square, Triangle, Circle, Triangle, X, Square, X, Triangle, X.



# STARBLADE ALPHA

## Rapid-Fire Laser

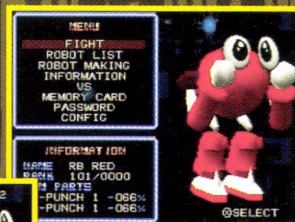
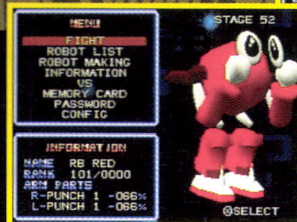
When at the Main Title Screen, enter the code: Up, Up, Down, Down, Circle, Triangle, Square while the title letters are flying together. You will hear a low BOOM sound, if done correctly. Then begin your game and press the X button to access the rapid-fire laser. Your enemies will be no match for you now!



# ROBO PIT

## Stage Select

This trick will give you a Stage Select where you can fight on the stage of your choice. To do this, go to the Main Menu. Now press and hold L1, L2, R1 and R2. While holding these, press Select. A message will appear in the upper-right corner with the stage number. Press Left or Right on the pad to get the stage you want.





# TIPS

## of the trade

### CRASH BANDICOOT

#### Ultimate Level Password

Enter this awesome password at the Password Screen to unleash every level in the game: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.



### DIE HARD TRILOGY

#### Special Weapon Trick

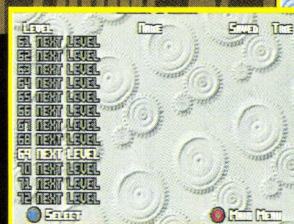
There are more than enough tricks in this game, so be on the lookout for even more in the future! For now, here's a great trick to access a special weapon that will cover more ground than that pistol—a Beretta!

To pull this one off, you will have to jump to the second game, Die Hard 2. When this game begins, a helicopter will come in from the left. Before it gets a chance to fly away, continuously shoot at it. You will have to reload a few times, but it will work. After it explodes, the Beretta will drop and will be yours for the taking. Now, you will have twice the firepower, to make your mission a little easier!

### LEMMINGS 3D

#### Level Select

To access a Hidden Level Select Screen, select the Password Option. At the Password Screen, enter: LAMPWICK. If entered correctly, "Password Correct" will appear. Select the difficulty you wish to play. After you choose Play, you will be taken to the screen full of different levels (up to 80) to choose from!





# MOTORTOON G.P. 2

## Extra Options Menu

Here are some great codes to access some extra options without beating the game! Just go into the Goodies Menu and you will notice all the question marks. These are the options yet to be unveiled. Press L1, L2, R1, R2 and the Select buttons at the same time. You should see 000f on the bottom-right corner of the screen. This is what you will use to enter the various codes.

Use the key on the right as a reference when entering the codes. The various codes are as follows:

Extra Characters=**4e43**  
Additional Tracks=**4154**  
Motortoon Tank Combat=**5443**  
Submarine X=**5358**  
Motortoon GP R=**4631**

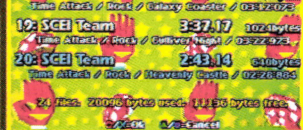
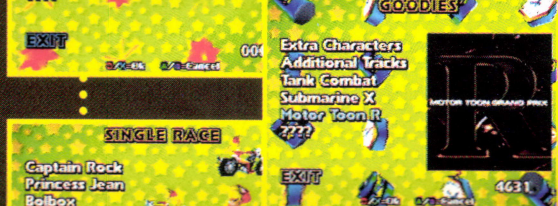
**Note:** When entering these codes, remember to press the buttons simultaneously, including the Select button! It's a little tricky, so be patient. After you access the extra options, you can now play the hidden games; such as a linkable tank game or a 3-D battleship game! You will also have new characters and extra tracks that you can play by starting a new game. Be sure to save the new options on a memory card, to avoid entering them later on. To add to this, after you have entered all the codes, go to and highlight the Replay Video Option. Press R1 and X and you will be able to access 20 various videos that are within the game! Pretty cool, huh?

### KEY:

**4=L1**  
**8=L2**  
**1=R1**  
**2=R2**  
**3=R1+R2**  
**5=L1+R1**  
**6=L1+R2**  
**e=L1+L2+R2**



Note: This trick was done on a Japanese version of the game and is subject to change.



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# Tricks

## INTERNATIONAL TRACK AND FIELD

There are hidden animals, unidentified flying objects and more throughout this game. All of the tricks are done by getting certain distances or special methods as shown below:

### Pole Vault-Space Shuttle

This is done by first clearing the qualifying height (4.50 meters). On the second attempt, you must set the height to 5.00 meters and clear the pole height. On the next pole setting, a space shuttle will be in the sky.

### Shot Put-Tyrannosaurus Rex

To see the T-Rex pop its head above the stadium, get a distance that matches every number (like 11.11).

### Javelin-U.F.O.

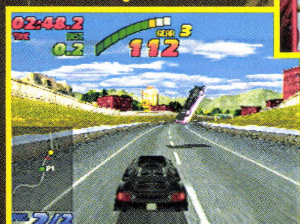
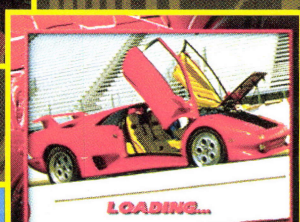
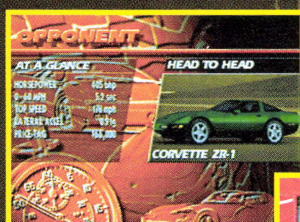
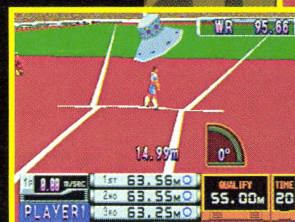
Tap one of the Run buttons once. You'll start jogging toward the foul line. As soon as you see the angle meter appear, press and hold the angle button—get it above 73 degrees. As soon as the meter rises, start rapidly pressing the Run buttons. Make sure that you have a high speed and let go before the foul line. If you did it right, you'll hear some weird noises, and a U.F.O. will fall with the javelin stuck in it.

### Discus-Birds

To get the birds to fly above the stadium, get a distance that matches the meters with the centimeters (such as 64.64).

### Triple Jump-Gopher

Get a gopher to pop out of the ground by matching the last three numbers of your distance (such as 16.66).



## NEED FOR SPEED

### Machine Gun Code

To get the machine gun, choose the Head-to-Head Mode on the Race Type Screen. Choose the car you want to play, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, Circle, Square and diagonally Up-Left on the control pad until loading is complete. Now begin your race. While you are racing, honk your horn by pressing Up on the controller. Instead of your horn honking, you will hear a sound like a machine gun. This will make the cars ahead of you on the road fly up into the air and come crashing down on the pavement. This trick is useful if you want to clear a path as well as get cars out of the way.



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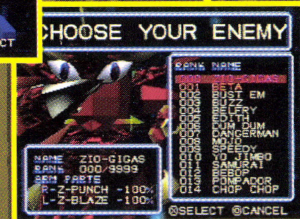
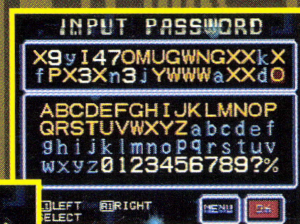
# ROBO PIT

## Fight Zio Gigas

This incredible trick will put you in the number-one position in the tournament, allowing you to fight Zio Gigas. From the Menu Screen, move to the Password Option. Enter the password as shown with the upper and lower case letters:

X9yI47OMUGWNGXXkX  
fPX3Xn3jYWWWaXXdO

Once you do this, you will be upgraded with the best equipment, and you will be able to access all of the different arms in the game. Fighting Zio Gigas is no easy task. He hits hard and can kill you in a matter of seconds!



# CYBERSPEED

## Supership Passwords

Here are the passwords for the hard skill level with the Supership (Speed=9):

Race 2: First place—  
4XVHBBBCDBCBG

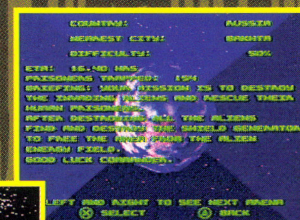
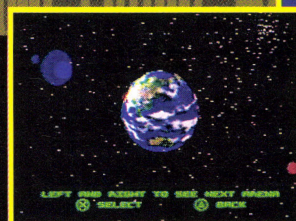
Race 3: First place—  
4YVRBBBCDFCDBJ  
Race 4: First place + bonus—  
40W0BCCFGCDBL  
Race 5: First place—  
41W7BDDGGCDBFN

Race 6: First place + bonus—  
43XGBDDGHCFCBGQ  
Race 7: First place—  
44XNBFDHJCFGBS  
Race 8: First place + bonus—  
46YZBFFHKDHGBV  
Race 9: First place—  
47Y5BGFJLDHGBX  
Race 10: First place + bonus—  
49ZDBHFKLFHGBZ

# KRAZY IVAN

## Secret Players

Begin your game by choosing Start Game at the Title Screen. When the blue screen with the Russia mission appears, press Right to move to the Japan mission. Before the information appears on the screen, press and hold X and diagonally Down-Left. The Earth will be rotating to different missions. To choose one, just let go of the buttons at the point on the globe that you want to play. It's a guessing game when trying to figure out where the missions are on the globe, but with a little practice, you'll get the hang of it. Just look at the countries as they pass on the globe, and with the correct timing, you will be able to let go of the buttons and start the game on the mission of your choice.



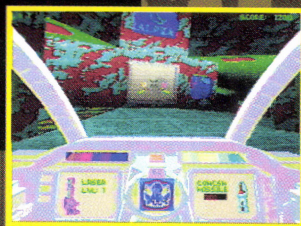
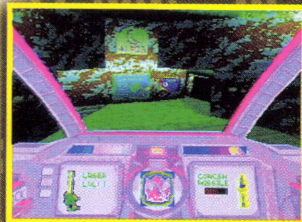


# Tricks

## DESCENT

### Freaky Colors

This rather odd trick will allow you to change the colors in Descent. While playing, enter: Square, Triangle, Circle, Square, Square, Triangle, Circle, Circle, Square, Triangle, Square, X, Triangle, X, Square, Triangle. You can repeat this code for some different colors each time.



Now Loading...



## BOGEY DEAD 6

### Timer Trick

If you're having trouble, use this code to add time to the clock. When the Now Loading... Screen appears, after the plane and weapon Selection Screens, but before the mission starts, press and hold buttons: L1, L2, R1, R2, X, Circle, Triangle, Square and Left. Keep buttons held until you begin the mission then you should notice an increase of time on the clock to 999 seconds!

## SKELETON WARRIORS

### Multiple Tricks

The Level Select code can be accessed by going into the Options Menu and setting your next game to Easy Mode. When in the game press Start to pause and enter the code: Triangle, Circle, Circle, Left, Circle, Up, Down. After this, unpause and hold the Start and Select buttons to bring yourself back to the Title Screen. Go into the Options Menu and you should notice that there is a new option at the top of the menu, which displays a Level Select! To gain Unlimited Heart Stones, press Start to pause within the game. Enter the code: Left, Up, X, Square, Up, Down, Square. Then unpause. If done correctly, your Heart Stones will increase to 80! You can gain more, but it will not go below the 80 count.

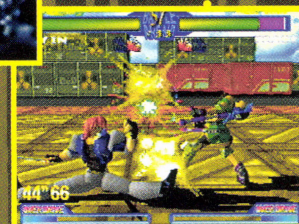
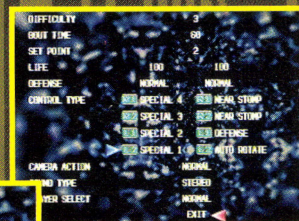
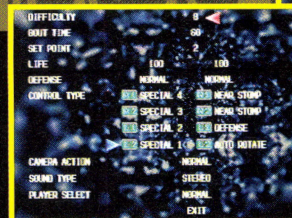




# B.A. TOSHINDEN 2

## Specials on High Difficulty

Highlight Option from the Title Screen. In the Option Screen, set the difficulty to three. Take the second player's controller and set the controls to all specials. Next, take the first player's controller and change the difficulty level to any level you want. Player two will retain his/her specials throughout the harder levels. Now you must start a game and use controller two to pick your character in a one-player game. In a two-player game, player two will retain his/her specials on the top four buttons. Now you should be able to utilize your specials with the touch of a button and it will be easier to defeat the game on the higher difficulty settings.



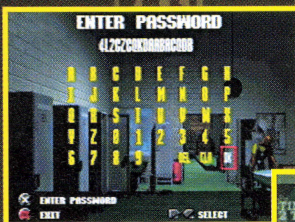
# SHELLSHOCK

## Mission Password

This password will get you a mission that brings you to the Masirah Mountains, where your mission is to destroy the Crimson Blade training camp.

Just go to the briefing area and locate the locker to the left of the screen. Open it up and a Password Screen will appear. Enter the code: **4L2CZCQKDAABACQDB**.

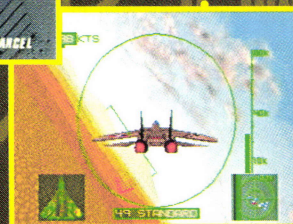
The password will be accepted. Now go into the briefing room and after the description of your mission, you'll be sent to the mountains to destroy the camp. It's time for some revenge.



# TOP GUN: FIRE AT WILL

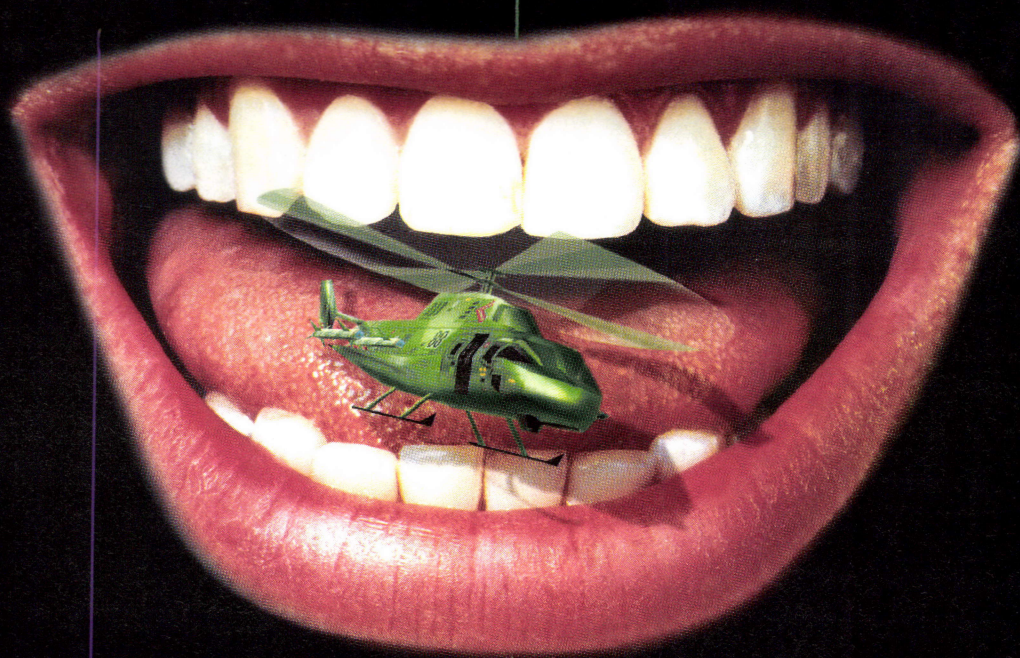
## Level Passwords

Miramar 2 - 63631	Cuba 4 - 82123	Korea 5 - 84103	Libya 3 - 48384
Miramar 3 - 86023	Cuba 5 - 46464	Korea 6 - 08584	Libya 4 - 02726
Miramar 4 - 56141	Cuba 6 - 75623	Korea 7 - 77603	Libya 5 - 31984
Miramar 5 - 79523	Cuba 7 - 39964	Korea 8 - 90194	Libya 6 - 94236
Miramar 6 - 07631		Korea 9 - 28103	Libya 7 - 81484
		Korea 10 - 41684	Libya 8 - 45726
Cuba 1 - 20123	Korea 1 - 26126		
Cuba 2 - 57131	Korea 2 - 89464		
Cuba 3 - 70613	Korea 3 - 91692	Libya 1 - 78692	
	Korea 4 - 15084	Libya 2 - 91184	





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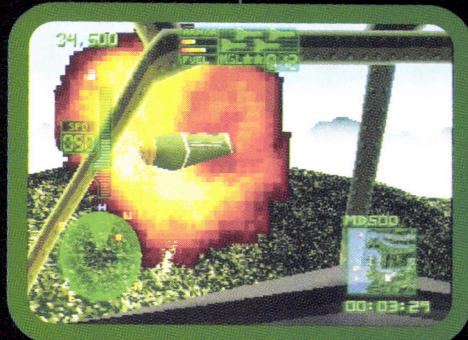
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# TWISTED METAL

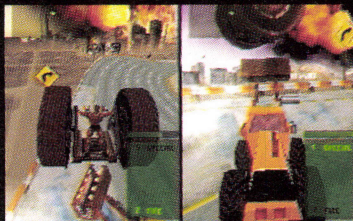
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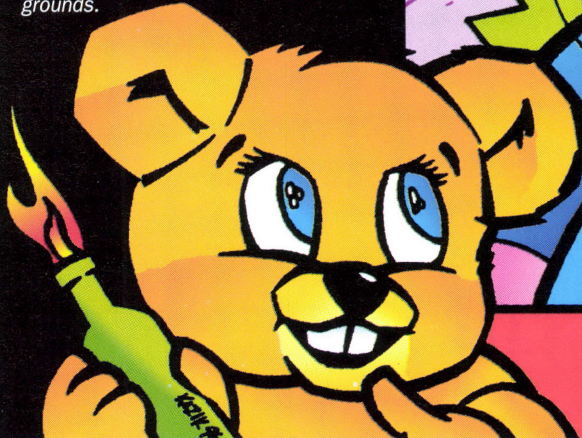
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